

COMPLETE
A-Z OF CHEATS

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Publishing
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printed in
the UK

Volume Three

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of 64 magazine



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SOLUTIONS

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magazine!

DUKE NUKEM

Fully mapped complete
60-page solution + secrets!

132
pages of raw
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Shadows of the
Empire, ISS 64, Top Gear Rally,
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Screech on
to page **76**



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WHAT?

The full-on players' guide to this excellent ice hockey game. All the tips, plus killer moves!

WAYNE GRETSKY

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TOP GEAR RALLY

page
92

Get your motor running with our complete track guide to this top notch N64 rally game!

ISS PRO

Howay the lads! Learn how to score the best goals and pick the best teams.

page
66

The ultimate solution to the biggest shoot-'em-up on the N64! Over 55 pages of complete maps, a full walkthrough plus every secret room!

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DUKE NUKEM

THE BIG ONE!

THE COMPLETE A-Z OF N64 CHEATS

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All the latest and greatest in our complete A-Z of N64 cheats! Including:

- Blast Corps (US)
- Cruisin' USA (US)
- Dark Rift (US)
- Diddy Kong Racing
- Doom 64
- FIFA 64

S INSIDE

SAN FRANCISCO RUSH



page 76

Want to know where to find every secret key? We've got the answers (and loads of maps too!)



FIFA '98

Complete team lists featuring strengths and weaknesses, plus winning goal tactics!

page 62

SHADOWS OF THE EMPIRE

Every challenge point explained, plus pictures of hard-to-reach areas. Unbeatable!

page 100



Goldeneye
J League Perfect Striker
Killer Instinct Gold
Mortal Kombat Trilogy
Multi Racing Championship
NBA Hangtime

Shadows of the Empire
Tetrisphere
Turok Dinosaur Hunter
Wave Race 64
War Gods (US)
Wayne Gretzky's 3D Hockey

Welcome to a new kind of tips magazine!

Thank goodness for Duke Nukem 64! Without this massive shoot-'em-up we would have been seriously short of solutions this issue because of the lack of new N64 games just after Christmas. Luckily though GT's magnificent shoot-'em-up has been comprehensively busted wide open, with over 55 pages devoted to it. That's almost as many as we did on Mario 64. Apart from our exclusive full mapped solution to Duke, we've also got guides to Top Gear Rally and San Francisco Rush (two of the best racing games on the N64), a full Challenge Point guide to the awesome Shadows of the Empire, and finally two of the hottest football games – FIFA 98 and ISS 64. Beat that! Enjoy the magazine. Enjoy your N64!



WHO'S WHO!

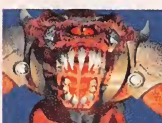
A few words from the scurvy dogs who brought you this mighty tome!



Damian "Z3" Butt: Managing Editor

Do you have any idea how hard it is trying to make sense of Shadows of the Empire? Well Damian does because he had to put this whole mag together.

Favourite Game: **Goldeneye** Email: gecko@paragon.co.uk



Russell "Bald" Murray: Game buster

Russell has spent the entire issue working non-stop on Duke Nukem 3D; all the while saying things like "Come get some," and "rip 'im a new one." Hmm.

Favourite Game: **Duke Nukem** Email: 64sol@paragon.co.uk



Lisa "Web" Johnson: Designer

Apart from spending some of her precious time working on the living hell that is W*bmater, Lisa particularly enjoyed making sense of Russell's maps.

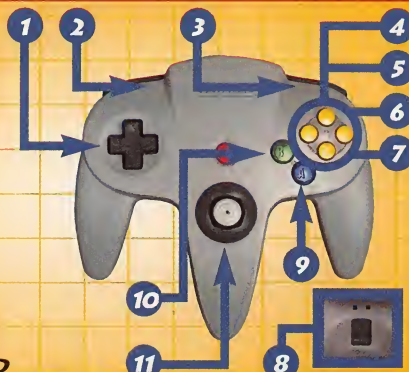
Favourite Game: **Kenny Attack** Email: lisam@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to Phil King, Nick Trent, Paul Ridley, Mark Wynne and Ryan Butt. Thanks for the hard work on the guides you guys!

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



DUKE NUKEM

It's the greatest shoot-'em-up since Goldeneye and it's on your N64 now! We present the definitive guide to this monster game - fully mapped and with every secret area shown.

1. Duke starts his adventure on top of a skyscraper. Walk around the crate to collect a Pistol Clip.

2. Shoot the oxygen canisters in the corner or the fan. You can now drop down to the floor below.

3. At the bottom of the chute, collect a Large Medkit and dispose of any aliens in the area. Walk across and use the large crate to jump up to the ledge.

4. Turn right and jump onto another ledge. In the middle of this ledge you can collect a Grenade Launcher.

5. Jump back to the first ledge and jump into the window above. Kill the aliens and collect the Grenades.

6. Open the discoloured panel on the right hand wall to uncover a Secret Place. Inside you can collect Vitamin X.





7. Exit the room through the opposite window, collecting the Atomic Health located to the far right of the ledge.

8. Inside the skip you can find a Pistol Clip.

9. Outside the Cinema is another Pistol Clip.

10. Walk around the building to the back and go through the double doors. You will discover a Medkit in the corner.

Key

-  Secret Area
-  Keycard Door
-  Teleport Area
-  Babe





Players
1-4



Cartridge
64M



Memory
Yep!

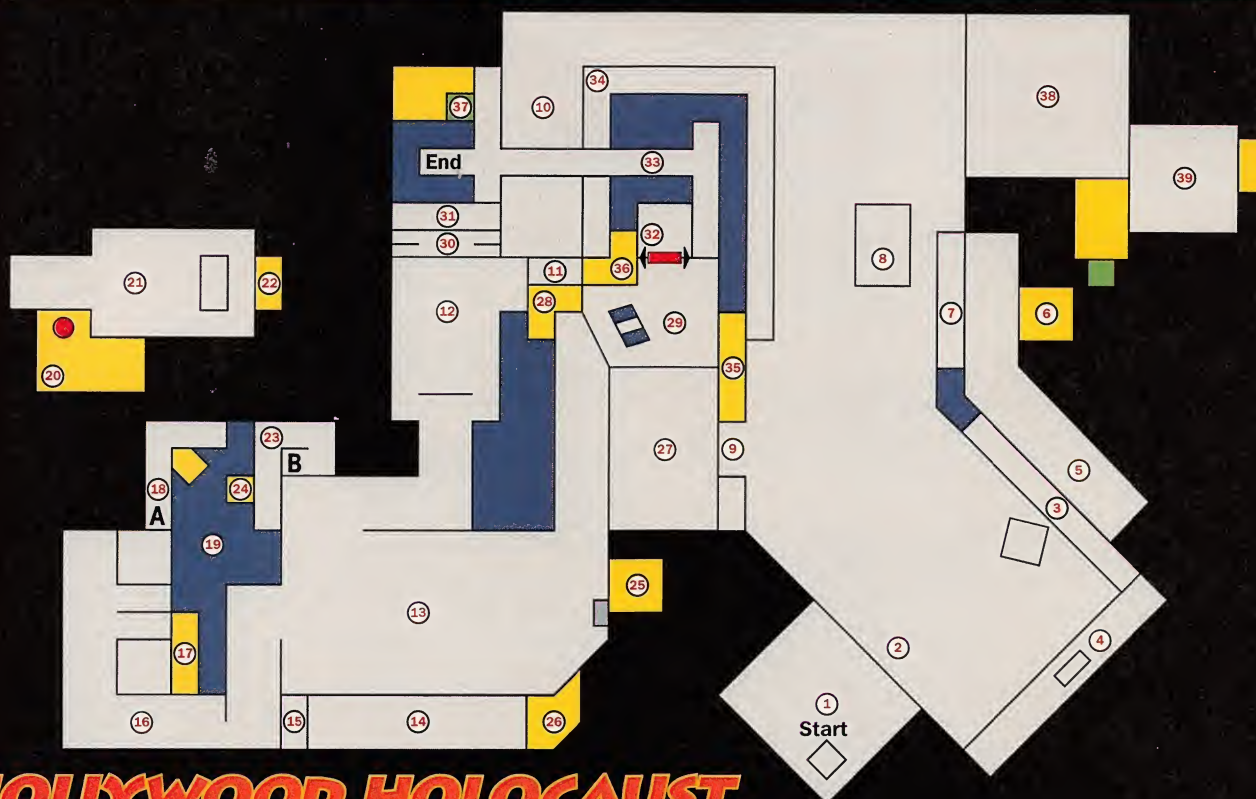
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

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HOLLYWOOD HOLOCAUST

LEVEL ONE

11. Walk up the stairs and arm yourself before opening the next door.

12. There are several aliens for you to kill in this next area. Once the coast is clear there are three Pistol Clips, a Medkit and some Armour for you to collect.

13. Follow the corridor to the Cinema Lobby.

14. Jump over the counter for a Pistol Clip and two Small Medkits. The till switch opens a Secret Room located to the right.

15. Enter the small room at the end of the counter. Kill the alien and collect the Medkit and Shotgun.

16. Now make your way into the toilets. Kill the aliens and collect some Shotgun Shells. Enter the cubicle and jump up to the right.

17. Behind the corner is another Secret Place containing a Portable Medkit.

18. Shoot the vent opposite and then fire a grenade into the shaft.

19. Climb through the vent and collect a Holoduke from inside a Secret Area to the right.

20. Continue to the end of the shaft, shooting out the grille that bars your way. In this Secret Area you can collect your first Babe and some Shotgun Shells.

21. Open the Hidden exit and discover the Projection Room. There are several monsters hiding in here. You can collect an Access Card, Shotgun Shells, Medkit and Vitamin X. Jump on top of the Projector to collect an Atomic Health and open a Secret Panel in the wall.

22. Kill the alien and collect the Grenade Launcher inside. Before you leave this room take a moment to activate the switch on the wall. This will open the curtains, enabling you to get to the room behind.

23. Exit the room and climb down the spiral stairs to the bottom. On the right hand wall is another Secret Panel.

24. Inside the Hidden Panel you can collect a Medkit.

25. Now return to the Lobby and use the hidden lift to rise to the Secret Room above. The lift is located just to the right of the opening. Inside collect some Armour and activate the switch to the left.

26. Jump down from your position and return to behind the counter. Another Secret Place will be open containing some Atomic Health.

27. Now to the next room! Kill the alien then collect a Pistol, Pistol Clip and a Medkit. You can blow a hole through the wall here where the cracks are located.

28. Exit this room and turn right. Stand on top of the bin and press

the open button to unlock a Secret Compartment above. Jump in to collect a Medkit and some Pipe Bombs.

29. Activate the lift and dispose of the alien. Jump on and ride the lift to the upper floor. Inside this arcade area are several monsters so be prepared. Once your enemies are dead you can collect a Medkit and Pistol Clip. Pressing the open button on the Duke Nukem Machine prompts a small panel to open behind you; quickly dash to pick up a Holoduke from within. Finally shoot the canisters and blow a big hole in the wall leading back to the Cinema.

30. Crawl through the hole and kill the new aliens in this area. Jump onto the stage and collect three Pistol Clips from behind the curtains. Now stand back and blow a hole in the screen to uncover another room.

31. On the other side of the screen kill the waiting aliens and collect two Shotgun Shells and a Jet Pack.

32. Now return to the arcade area and use the Access Card to open the door. Jump behind the crate collect Shotgun Shells and kill the approaching aliens.

33. Climb through the hole in the wall and shoot the fire extinguisher at the other end. This will open another gaping hole in the wall.

34. Climb through the hole and

drop off the bridge onto a small ledge which runs around the outside of the building. Collect the Medkit and continue round to the end of the ledge.

35. Use the last tree as a post to leapfrog into the window above. Inside this Secret Room you can collect an SMG, Grenade Launcher, Pipe Bombs and a Shotgun.

36. Exit the room and follow the ledge back to the bridge. Now use your Jet Pack to fly up to a Secret Alcove in the top left hand corner. Shoot the two gun turrets which will be firing at you and collect a Jet Pack and Shotgun Shells.

37. Now fly back down to the bridge and open a Secret Panel located just to the right of the Finish. The teleporter will transport you to another Secret Place.

38. Walk ahead past a small office and enter the store. There are several monsters to kill and a Pistol for you to collect.

39. Back to the small Office. Shoot the gun turret above the door and enter the room. Behind the middle bookcase is a hidden panel. Inside this Secret Place you can collect some Dum-Dums. To exit this area, shoot the chair behind the desk to reveal a hidden switch. Shoot this switch then dash back to the teleporter.

40. Now you may proceed to the Duke Nukem symbol and the end of the first level!

GUN CRAZY

LEVEL TWO

1. Press open to drop the elevator to the lowest level. Shoot the approaching aliens then collect the Pistol located next to the fire hydrant.

2. Open the door and exterminate the approaching coppers.

3. Inside the Weapons Store kill all wandering enemies and then walk behind the counter. Kill the hidden monster and then collect a Pistol Clip and Shotgun.

4. Behind the screen you will discover a Secret Place containing some Dum-Dums.

5. Stand in the far corner and hit the open button to uncover another Secret Place. Jump on top of the cabinet to collect some Atomic Health.

6. Behind the Middle Bookcase along the right wall you can collect some Armour and Pipe Bombs from a Secret Place.

7. Enter the peepshow, disposing of the aliens in the hallway. Inside the four stalls you can collect a Pistol Clip, a Medkit, Vitamin X, and a Grenade Launcher. When you have collected these items use the Grenade Launcher to blast a hole in the cracked wall at the end.

8. Climb through this opening to enter the toilets. Kill the aliens and then collect the Medkit beside the sink.

9. The hand dryer activates a switch to uncover a Secret Place. Inside you will discover some Night Vision Goggles.

10. Now proceed to the coded door by the counter. The entry code is X x X. Run through the tunnel and into the lift at the end.

11. Kill all aliens in this room then activate the switch beside the window. Collect the Blue Access Card, SMGs, SMG Ammo, Medkit and Grenades.

12. Put on your Night Vision Goggles and re-enter the lift. At the bottom dispose of the aliens and take the small passage that leads off to the left. Follow this passage to the end where you will discover another Secret Place. Inside this area kill the pig who is guarding some Atomic Health.

13. Next stop is the Burger Bar. Collect the Medkit outside the door and then enter the room carefully. Dispose of all the monsters in this area and collect a Pistol Clip and a Holoduke.

14. Enter the toilets and collect some Shotgun Shells.

15. Now jump behind the counter and activate the till on the left. Kill the aliens as they approach the counter, then exit the area via the small door to the right. Inside a Happy Meal box you can collect some Atomic Health.

16. Use the vent outside to jump up onto the ledge above. Collect the Pistol Clip, Medkit and Armour. This is a good vantage point to destroy the flying pigcops in this area.

17. Jump off the ledge and enter a small room in the corner. Kill the waiting officer and use the Access Card to operate the demolition

control panel. Enter the code x X X x, and then flick the switch to obliterate the building opposite.

18. Search the rubble and collect Grenades, Yellow Access Card and a Portable Medkit.

19. Now use the Jet Pack to fly up behind the large INNOCENT billboard. Rescue the two Babes hidden in this area.

20. Use your Yellow Access Card to open the door beside the demolition control centre. Open the door and kill the waiting aliens. Collect a Medkit and Shotgun Shells in this area.

21. Follow the passageway and enter the Pool Room. Kill the aliens and collect a Pistol Clip and Shotgun Shells.

22. Enter the Bathroom and collect a Medkit. Open the Secret Door behind the cubicle.

23. Jump over the lavatory and into the Secret Passage. Kill all approaching monsters and collect a Jet Pack, Holoduke, Vitamin X, Night Vision Goggles, Shotgun Shells and Grenades. Now follow the passage to the end to collect Pipe bombs, Atomic Health and rescue another Babe.

24. Go down the slope to the Kitchen, dispose of the alien chefs and collect the Pistol, Pistol Clips, Medkit, SMG Ammo and Red Access Card. Be careful as you collect the Access Card – this will release several pigcops.

25. Around the corner is the Red Access Door. As you approach two coppers ambush you from behind the thin wall at the end of the corridor, so be ready for them.

26. Through this door is the loading area. There are lots of

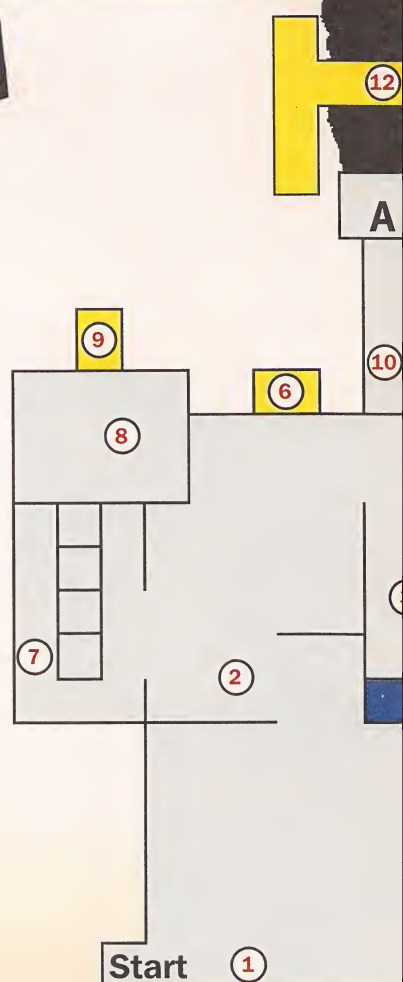


aliens in this area so a quick firing weapon would be an advantage. Destroy all monsters then collect a Pistol Clip and Medkit.

27. Enter the small office to the right and collect some Shotgun Shells. Blast a hole in the vent above the desk and climb in.

28. Follow the passage to the end, collecting some Atomic Health and Pipe Bombs. Shoot open the vent at the end and drop a couple of grenades on the waiting aliens.

29. After the explosion jump out of the vent and dispose of all the remaining monsters. Collect the Medkit and Pistol Clips and use the Jet Pack to reach a Secret Place in the corner.



DEATH ROW

LEVEL THREE

1. Walk forwards as the level starts and Duke should jump out of the electric chair without taking any damage. Collect the two Medkits.

2. Unfortunately, you start this level without any weapons or equipment. Kick through the glass and into the control room. Collect a Pistol and Pistol Clip. Activate the switch to the right of the broken window, this will lower the electric chair.

3. Crawl behind the chair and find a Secret Place containing a Shotgun and Shotgun Shells.

4. Enter the Control Room again and activate the switch to the left of the broken window. This operates the curtain to the viewing room opposite. Kill the aliens that are watching you, and then collect the Pistol Clips.

5. The middle panel on the left-hand wall lifts to reveal a Secret Place containing a Holoduke.

6. Follow the corridor to the opposite end. Kill the waiting pigcop and collect a Portable Medkit from inside the panel at the end.

7. Go to the other passage. Kill the aliens and then enter through the security door on the left.



8. Open the door on the left and kill the occupants, then collect the Medkit and SMGs. The tape recorder activates the door to a Secret Place behind the door.

9. Inside the Secret Room collect Atomic Health.

10. The final cell on the left hand side contains a Pistol Clip and a Monitor. Outside this room you can also pick up some armour and a Pistol Clip.

11. Exit the secured area and turn left down the corridor. Take out the copper waiting around the corner and then enter the toilet area on the left. Rescue the Babe and collect a Medkit. Crawl through the tiny opening and pick up the Pistol Clip hiding in the gap.

12. Stand next to the bed and press open to move it. Crawl through the hole and discover a Secret Tunnel containing some Night Vision Goggles. At the end of this tunnel is a hidden panel leading to another Secret Tunnel.



13. Follow this tunnel to the end and collect Dum-Dums and Atomic Health.

14. Exit this room and head towards the Blue Access Door.

15. As you pass this area an explosion creates a hole through to another area. Climb through the hole and dispose of the waiting aliens. Collect some SMG Ammo in the corner.

16. Jump on to the right cog and then onto the larger cog.

17. Jump off the large cog and into a room containing Shotgun Shells, a Medkit, Grenade Launcher and the Blue Access Card.

18. Return to the cogs and make your way to the small ledge on the other side. On the rear wall is a small hidden panel containing some Night Vision Goggles. Also collect the Atomic Health further along the ledge.

19. With the Blue Access Card in hand go to the Access Door. Kill the waiting copper and collect a Medkit.

20. Be careful as you walk – there are laser trip bombs scattered everywhere in this area.

21. Jump over the lasers and walk up the ramp to the top.

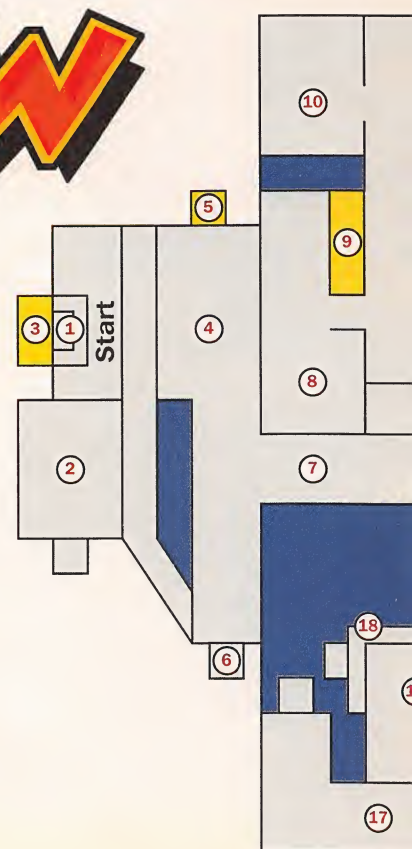
22. On the left is a small round room containing two Shotgun Shells and the Yellow Access Card. As you pick up the Access Card this triggers some additional trip bombs. Stand still and wait for the approaching aliens to set them off.

23. Opposite this room is a long bathroom. Kill any enemies and then collect several Medkits and some Protective Boots.

24. Now take the other downward sloping ramp and shoot the canisters at the bottom.

25. Inside the gaping hole you have just made you can collect an Atomic Health.

26. Through the door to your left is a large room containing plenty of enemies. Enter with all guns blazing



and collect three Small Medkits, a Pistol and Shotgun Shells.

27. Use the Yellow Access Card to open the door at the bottom of the slope. Open the door and kill the waiting aliens, then collect Grenades and Shotgun Shells.

28. Take the next door out into the open. Take out the alien in the door opposite and then concentrate on the four gun turrets. In this area you can collect Shotgun Shells, Pistol Clips, a Medkit, Pipe Bombs and the Red Access Card.

29. Use the grey pillars to jump onto the raised platform, collect SMG Ammo and kill the aliens in the upper level of the building opposite.

30. Jump into the Secret Passage linking the two raised platforms. Inside you can collect three Atomic Healths.

31. Demolish this cracked wall and discover a Secret Place containing some Vitamin X.

32. Now return to the large room inside the building and use the Red Access Card to open the closed doors. Kill the waiting aliens and collect a Medkit and Pistol Clip. Inside the green hologram you can collect SMGs.

33 + 34. These two small rooms contain the switches that disable the cell block force fields.



Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

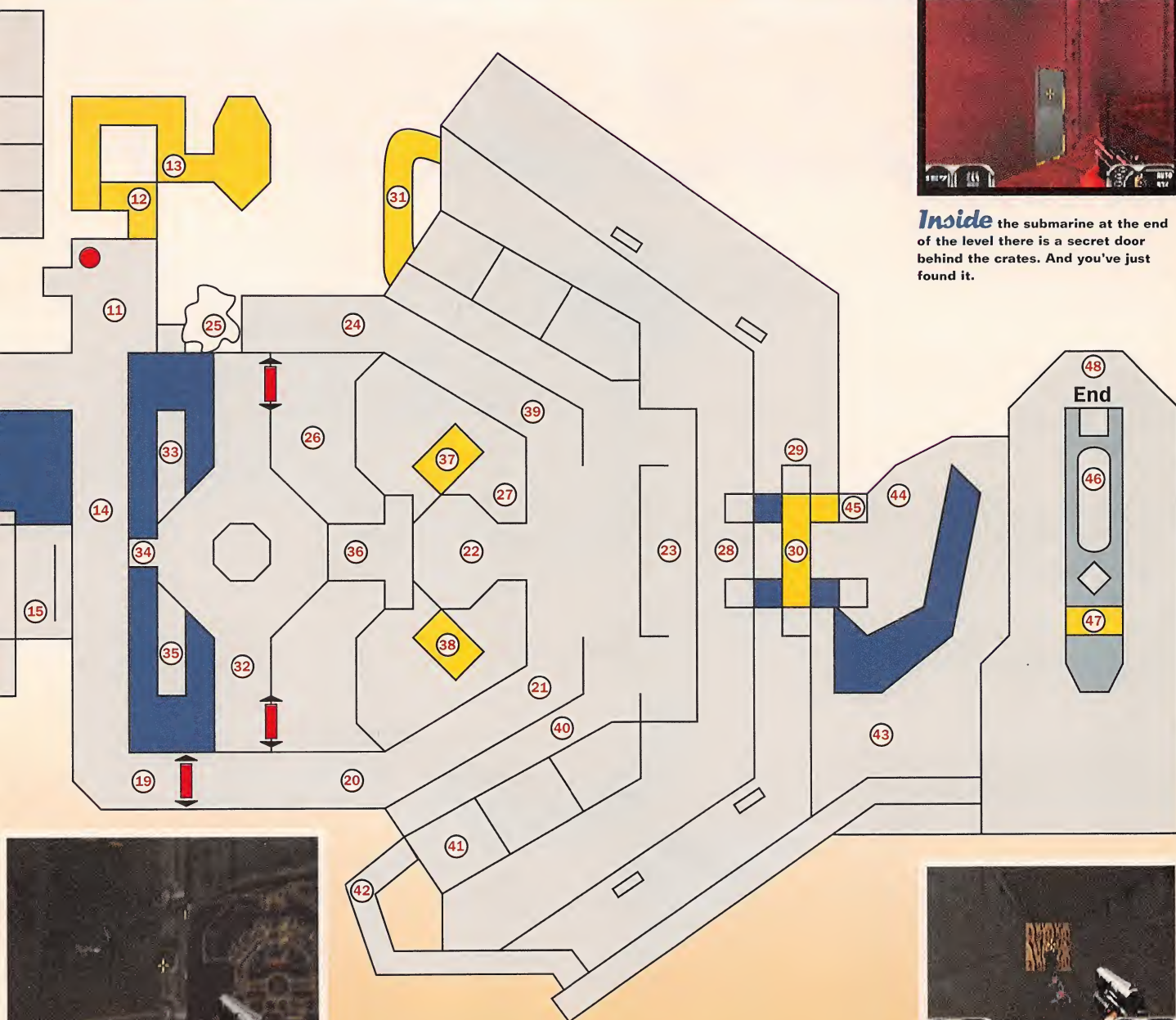
GT interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
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Inside the submarine at the end of the level there is a secret door behind the crates. And you've just found it.



35. Blast open the vent and jump inside to collect some Armour.

36. Open the large red door opposite and then back away. The alien hidden behind will charge towards you and set off the trip bombs. Once the bombs have exploded open the door and step onto the platform beyond. Open the wall at the end to discover a map of this level. Activating the map also operates the doors to the two Secret Places either side of the map.

37 + 38. The Secret Area on the left contains Pipe Bombs and the Secret Area on the right contains Atomic Health.

39. It's time to clear out all the cells behind the force field doors. The switches open the cells one at a time. Inside you will collect a Medkit, Grenade Launcher, Pistol

Clips and Shotgun Shells.

40. In the Cells in the other block you will collect a Medkit, Shotgun Shells, and Pistol Clips.

41. In the last cell of this block is a hidden passage behind the poster in the corner.

42. Inside the hidden passage you will collect a Medkit and some Pipe Bombs. You must now blast open the cracked wall in front of you to reach the tunnel ahead.

43. At the end of the tunnel you will arrive at a submarine dock. Kill all the monsters aboard the sub and follow the rocky path around to a door. Collect the Shotgun Shells, Medkit and Scuba Gear.

44. Kill the aliens on guard here and activate the switch to the right of the door. You will now be able to pass freely through this door.

45. Jump on the grey vent to the right of this door and hit the open button to reveal another Secret Place. Climb inside and collect some Night Vision Goggles.

46. Dive into the water and collect the Pipe Bombs from underneath the sub. Climb into the submarine from underneath and kill

the waiting monsters.

47. The wall behind the crate will open up to reveal this level's final Secret Place. Collect a Portable Medkit from here.

48. This level is now complete; press the button to nuke yourself to the Toxic Dump.



TOXIC DUMP

LEVEL FOUR

1. This level begins inside the submarine. Dive down and activate the coded door to exit this sunken wreck. The code is X x X.

2. Once out of the sub, dive to the bottom and collect the Scuba Gear hidden amongst the weeds. Kill the octabrain guarding the underwater cavern and collect the Portable Medkit.

3. Use the Grenade Launcher to blast a hole through the cracked wall and kill the waiting alien on the other side. Collect the Atomic Health and Pipe Bombs from the bottom and then surface in a small Secret Cave. Rescue the Babe and blast the barrels to clear your exit path.

4. Once out of the passage, kill the aliens in the bunker ahead and take out the two gun turrets located atop the support pillars.

5. Dive into the water and jump onto the top of the submarine. The flames inflict a little damage, but open a Secret Place. Dive back into the water and enter the submarine. In the breathing space at the top you can collect an Atomic Health, Armour and a Portable Medkit.

6. Exit the sub and climb the sloping tunnel to the platform overlooking the pool. Collect the Grenade Launcher, Medkit and Blue Access Card.

7. Look to the right and destroy the gun turret located in the small opening. Jump over into the gap and open a Secret Panel at the back.

8. Inside this Secret you can collect Grenades.

9. Climb back up to the platform overlooking the pool and jump to the gap on the left. Open the hidden panel at the back to reveal a Secret Place.

10. Inside, collect some Grenades and open another hidden panel.

11. Another Secret Place contains a Holoduke.

12. Use the Blue Access Card to open the door to the left of the complex.



Swim out of the sub and climb onto the top amidst the flames to open this secret room back inside.

13. Kill the monsters in the corridor.

14. Search the right hand wall for a Secret Place.

15. On the other side of the Secret Area is the bunker; collect the SMGs.

16. Head back to the corridor and through the door to the left.

17. Jump down to the lower level and stand on the conveyor belt. You will be picked up by the machine and carried to the next area.

18. Make sure that a barrel is picked up by the next machine before you attempt to ride yourself – a laser trip bomb is waiting!

19. Once on the other side, blast the glass window and kill the waiting cop.

20. Collect a Medkit and the Red Access Card. The switch opens the door enabling you to collect the SMG Ammo outside.

21. Go back to the conveyor belt and follow it around the corner. Here you will find a small toxic pool to the right. Jump into the pool and open a hidden panel on the left hand side.

22. Inside this Secret Place is some Atomic Health.

23. Follow the conveyor belt again until you discover another room shielded by glass. Smash the glass and collect the Armour. Turn around and kill the approaching aliens, then use the switch on the wall to open the cylinders.

24. Collect SMG Ammo from the cylinder on the right, then climb into the cylinder on the left and use the Jet Pack to fly up to a Secret Place containing two Atomic Healths.

25. Ride the conveyor belt back to the large room and proceed around the corner.

26. As you pass, a door opens up and several aliens to attack you. Kill all enemies and climb up the ramp. Collect the SMG Ammo, Shotgun Shells and Scuba Gear, and rescue the Babe at the top of the ramp.

27. Proceed back down the ramp and around the corner at the bottom. Use the Access Card to activate the Shrinker in the wall, then run at full pelt through the right hand duct, bearing right until you discover another room. You will only remain shrunk for about ten seconds – if you expand whilst in the ducts you will die!

28. Kill the trooper and collect a Medkit. Switch the emergency lock to open the sealed door, then stand in front of the Shrinker and go back the way you came.



Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99

29. Jump into the water and travel down the underwater tunnel. **30:** In the control room, kill the monsters and collect the Shotgun Shells and Medkits. Take out the mines before venturing into the pool.

31. Use your Grenade Launcher to blast through the cracked rock. Inside you can collect SMGs and Ammo.

32. Kill the waiting Octabrain and press the switch to raise the water level.

33. Surface and exterminate the aliens that surround you. Jump onto the ledge and collect the Medkits. Use the raised jutting rock to jump into the secret cave to the right

34. Inside this little cave you can collect a Shotgun and a Portable Medkit.

35. Jump back to the jutting rock and then leap to the other side of the pool. Use grenades to blast through the cracked wall.

36. Kill the alien and then

grenade the back wall.

37. Collect Atomic Health and blast the rear wall again.

38. Collect the Jet Pack and head back to the pool.

39. In the upper control room, kill the monsters and collect a Grenade Launcher. Hit the two switches in this room – one opens the lower door and the other lowers the water level. Open the blank wall to reveal a small Secret Place.

40. Crawl into this little crevice and collect Grenades and Scuba Gear.

41. Dive back to the bottom of the pool and head through the steel door to the control room.

42. Switch the two switches in this room then head for the emergency door.

43. In this passage collect a Holoduke.

44. The twin steel doors will now be open. Before heading

through the cogs, enter the small cave on the right and collect the SMGs and SMG Ammo.

45. You must squeeze through these cogs to get to the other side. There are two grey strips where teeth are missing from the cogs; position Duke in front of the cogs and swim into them.

46. Once through the cogs, surface and take out the aliens in this next room. Collect the Shotgun Shells and Medkit.

47. Arm yourself with the Grenade Launcher and keep a careful watch over the sides of the passage. On the right is a cracked wall for you to destroy. Inside you can collect a Medkit and discover a teleporter leading to another secret.

48. Kill the waiting monsters and collect SMGs and SMG Ammo.

49. Follow the current and you will arrive in a large pool area. Surface and jump onto the ledge, kill all aliens in the area then collect a Pistol Clip, SMG Ammo and a Medkit. Activate the switch to open a panel in the far wall.

50. Jump up the waterfall and onto

the ledge on the right. Stand on the platform at the end and shoot the switch inside the panel opposite. The two platforms will meet briefly in the middle of the pool. Simply walk from one platform to the other.

51. Once on the other side of the pool, kill the octabrain that is waiting for you, then proceed through the back.

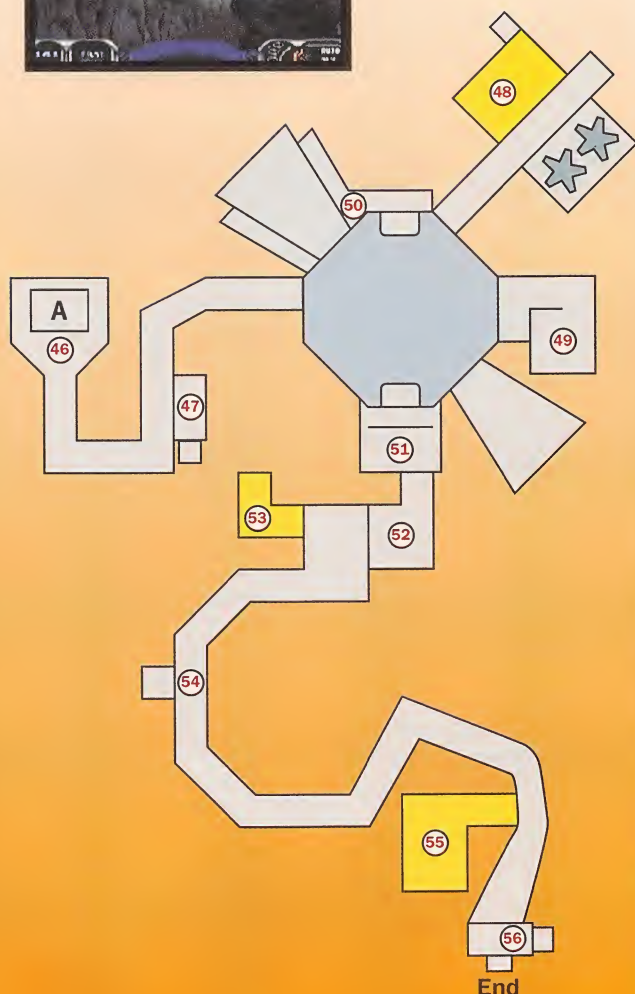
52. In the next little room collect Atomic Health and SMG Ammo. Then shoot a hole in the vent opposite to allow access to another Secret Place.

53. Jump into this vent to collect two Atomic Healths.

54. Arm yourself with the Grenade Launcher and head down the toxic tunnel. About halfway down this tunnel is a small room containing some Protective Boots and Grenades.

55. Near the finish of the level is another cracked wall. Blast through and collect Dum-Dums and SMG Ammo.

56. Congratulations – it's the end of the level!



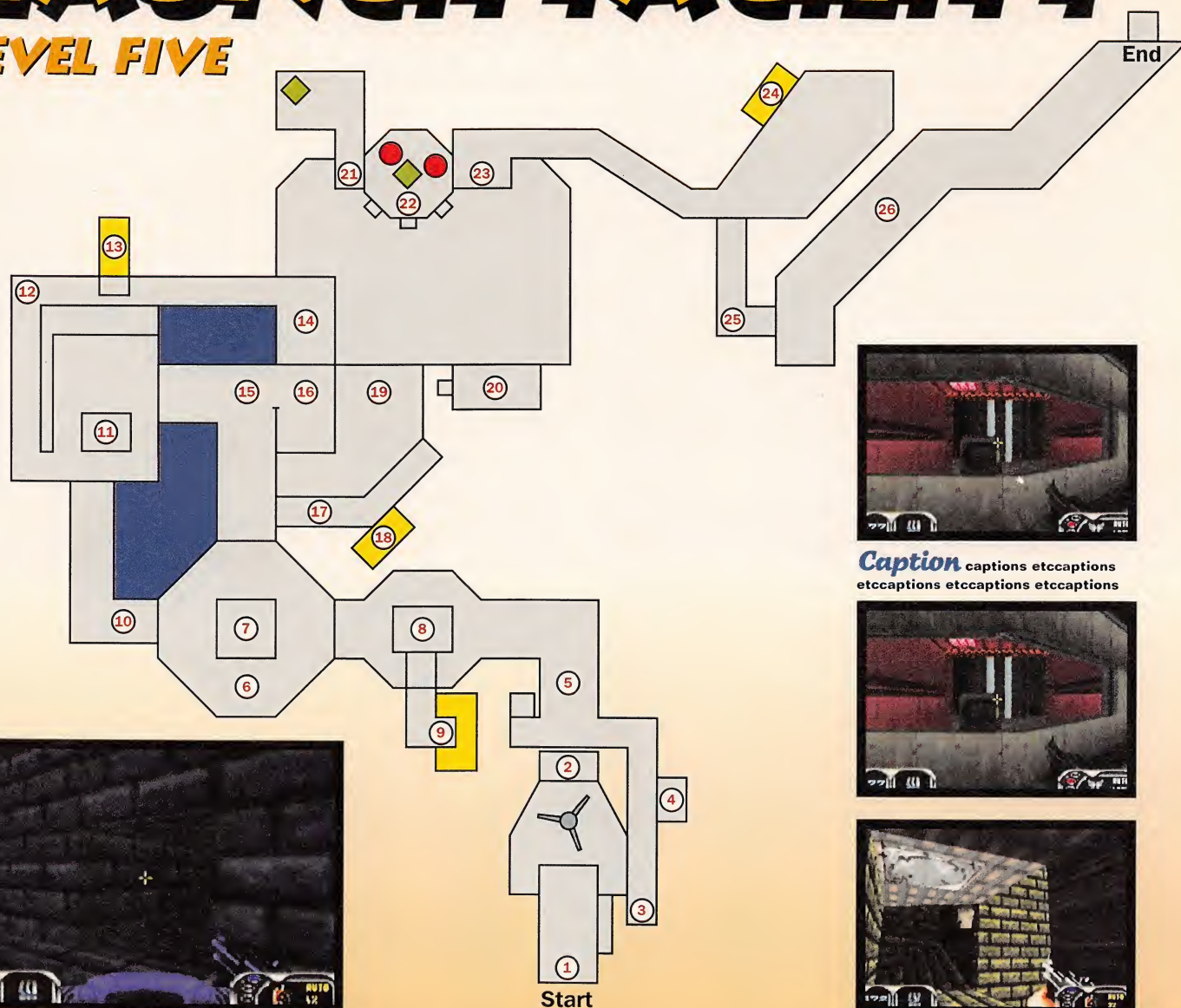
**WANTED
ROCK HARD
ARSE KICKING
SIXTEENTH CENTURY
SAMURAI TYPE
TO RID LAND OF
TYRANT FORCES**

Duke
Nikem

13

LAUNCH FACILITY

LEVEL FIVE



1. Collect the Pistol and Medkit then proceed to the bottom of the ramp. Collect the Shotgun Shells and run across the toxic pool.

2. Across the pool is a small gap. Activate the switch on the right and jump back to the ramp.

3. Leap over to the passage on the right hand side and dispose of the monsters. Continue to the end of the passage and collect some Protective Boots from inside the panel. Turn around and eliminate the aliens approaching from behind you.

4. Head back down the passage and collect some Armour from inside the panel along the left hand wall.

5. Go back to the end of the passage and through the door. Continue through the toxic pool and into a large circular room. The

doors have a force field preventing access to the corridors beyond.

6. To your left is a ramp which spirals upwards. Follow this ramp to the top, destroying any monsters in your path. At the top is a coded door and a bridge. The code is x x x X. Cross the bridge into a small control room.

7. Kill the waiting aliens then collect a Medkit, Shotgun Shells and the Blue Access Card. The switch in this room lowers the forcefield of one of the lower doors.

8. Jump across to the spiral ramp and run back to the bottom. Return to the toxic pool and dive to the bottom, collect a Shotgun and then travel down the secret tunnel.

9. At the end of this little tunnel collect Dum-Dums, Shotgun Shells and an Atomic Health.

10. Enter the opened door and collect a Medkit and SMG Ammo. Turn right and proceed up the ramp to the top. Once at the top, collect Pipe Bombs from either side of the passage and activate the switch to turn the lights on in the room ahead.

11. Leap onto the pillar in front of you and collect an Atomic Health. Drop to the floor and collect Shotgun Shells and a Grenade Launcher.

12. Follow the ramp that runs around the edge of this room and blast a hole in the ceiling vent opposite the room entrance.

13. Use your Jet Pack to fly up into this vent and collect some Pipe Bombs.

14. Drop out of the vent and continue up the ramp. At the end

you will discover a control room containing a Portable Medkit and the Blue Access Point.

15. After you have unlocked the Blue Access Point, proceed back to the previous room and take the passage to your left.

16. Continue ahead through another door and exterminate the approaching aliens.

17. Ahead of you is another control room. Enter and collect some Shotgun Shells and the Red Access Card. Along the right hand wall is a secret compartment. The switch by the window opens the door to outside.

18. Inside the Secret Place collect some Armour.

19. Activate the switch by the control room window, then run for



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Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99



the main exit. Once outside destroy all alien enemies and then head for the bunker to the right.

20. Kill the waiting pigcops and collect the Shotgun Shells, Holoduke and Vitamin X.

21. Slightly to the left of the rocket is a lift. Climb on and travel to the room at the top. Inside this room you can collect a Jet Pack and then use the teleporter to transport you inside the rocket.

22. Rescue the two Babes and collect a Medkit. Use the Red Access Card in the lock to activate the launch switch in the bunker below, then get back in the teleporter. When the rocket takes off, blast open the passage to the right.

23. Follow the corridor to a large room at the end. Kill all the enemies in the area and collect a Medkit, Dum-Dums, Shotgun Shells and Protective Boots. The switch in this room opens the passage to the right. There are loads of aliens waiting to pounce on you here. Waste 'em!

24. The large control panel on the left rises to reveal another Secret Place containing three Atomic Healths.

25. Destroy all the aliens in your way and head towards the fast-flowing waste.

26. To minimise the amount of damage you take whilst travelling along the waste, run and jump all the way to the end of the level.



WANTED ROCK HARD ARSENAL SIXTEENTH CENTURY SAMURAI TYPE TO RE-LAND OF RAIDERS









Duke
Nukem
15

THE ABYSS

LEVEL SIX

1. Move along the toxic stream, jump onto the right-hand ledge and collect Medkit.

2. Open the door, kill the monster then collect Protective Boots.

3. Jump across to the left ledge, shoot the Gun Turret and collect a Shotgun.

4. Let the current draw you towards the falls. As soon as you are over the lip jump to the left and onto a small ledge.

5. Follow the left-hand path to the end and collect two Medkits, a Pistol Clip, two Shotgun Shells and the Blue Access Card.

6. Go down the slope in the middle to collect a Medkit, and SMGs from the hole in the corner.

7. Climb the right hand ledge to collect Shotgun Shells and a Medkit.

8. Now leap over the toxic stream and onto another ledge. Here you

can collect a Pistol, Pistol Clips, Medkits and Night Vision Goggles.

9. Ride the rapids to collect Protective Boots, a Holoduke, and a Portable Medkit. You now must jump your way back up the stream to the top.

10. To the right of the start point is a small ledge. Collect the Grenade Launcher and then use the Access Card to open the door.

11. In the dark area to the left of the tunnel, collect the Medkit and Pipe Bombs.

12. You appear on a small ledge. Kill the monsters then leap across the canyon to the opening on the other side.

13. Collect SMG Ammo, kill the aliens then proceed over the rope bridge to the ledge on the other side. (Walk on the rope rather than the planks and you should not fall.)

14. Kill the alien then collect the Night Vision Goggles and Portable Medkit.



15. Head back over the rope bridge and take the left hand path at the fork.

16. Leap across the canyon again, landing just to the left of the two cacti. As you approach the fault line an earthquake will open a chasm.

17. You now need to head downwards. To your left are two rocky ledges that you are able to jump onto. Jump to the ledge on the far left and collect Atomic Health.

18. Jump over to the next ledge and collect another Atomic Health.

19. It is now possible to jump to the large platform to the right of the canyon.

20. Continue downwards by jumping onto the small ledge to the left.

21. Jump down again, avoiding the cactus, and kill the approaching aliens. There is a Medkit here.

22. In the corner leap across the stream and collect another Medkit.

23. Follow the wall into a rocky passage and travel up until you find a large platform.

24. This large area has several paths for you to follow.

25. Take the upward sloping passage behind you and go to the top. Just as you reach another large area search the left wall to reveal a Secret Place.

26. Inside collect Vitamin X.

27. Drop carefully into the circular room. Collect Atomic Health on the ledge.

28. The hand prints on the walls open a niche and a small tunnel. Jump into the niche and collect a Grenade Launcher.

29. Step into the fire and you will be transported to another Secret Place.

30. Inside this small room collect two Atomic Healths and some Dum-Dums. You must now jump back into the fire to be transported back to the other fire pit.

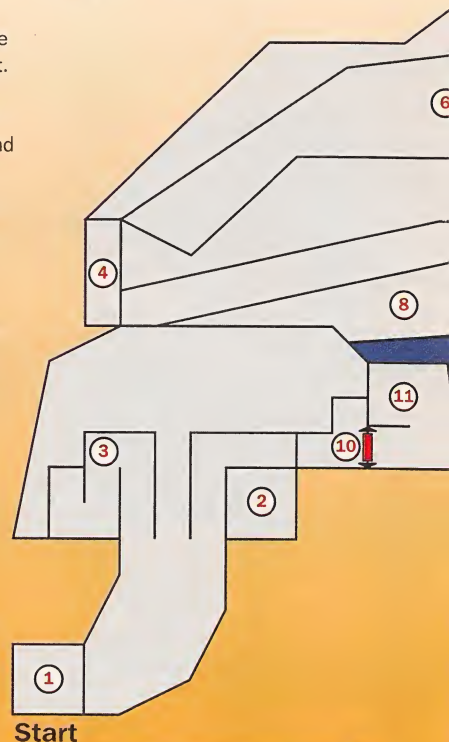
31. Follow the small tunnel and drop into the large room at the end. Kill the waiting octabrain and then collect a Medkit before activating the hand print on the wall.

32. Follow the stone steps up to another platform and activate the hand print on the wall here. Turn around and leap off the platform to the rising ledge on the opposite side of the room.

33. Timing is vital. The next switch activates the shrinker opposite; as soon as you have shrunk drop off the ledge and run through the small hole in the right hand wall.

34. Climb the stairs and enter the small round room on the left. Collect the Medkits then activate the switch to open a panel containing an alien and a Portable Medkit.

35. Now go back down the stairs and jump into the waterfall. Collect SMGs.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99



36. At the end of the passage collect Protective Boots and a Medkit.

37. Jump onto the red rocks and collect the Pistol Clip, Medkit and Shotgun Shells.

38. Jump into the lava at the bottom and follow the right hand wall till you discover a ledge.

39. Jump up to a ledge behind this and climb to the top. Leap over the toxic falls and collect three Medkits.

40. Follow the ledge until you

discover a dark area to your right. Put on your Night Vision Goggles, rescue the Babe and collect some Protective Boots.

41. At the end of the passage blast open the cracked wall to the right to reveal a Secret Passage. Inside collect two Shotgun Shells, a Medkit, Pistol Clip and SMG Ammo.

42. Return through the secret passage and leap onto the small ledge opposite. Activate the hand print to reveal another hidden passage.

43. Jump into the lava to your left, and jump up the stream until you discover an opening on the left.

44. Along this little tunnel is another Secret Place containing two Atomic Healths.

45: Make your way back to the large lava pool near the red rocks:

Follow the right hand wall until you find another little ledge.

46. In the far right hand corner you will discover a dark upwards-sloping passage. Follow this passage and collect two Atomic Healths and Protective Boots.

47. Continue along the passage as it slopes downwards and collect a Portable Medkit and two Shotgun Shells.

48. At the end of the passage leap across to a small platform and collect the Missile Launcher. Be very careful as you jump and walk in this area. Keep your jet pack ready in case you fall.

49. You now must jump from ledge to ledge until you reach a set of stone steps. Climb the steps and you will discover a large door.

50. On the wall near the door is a

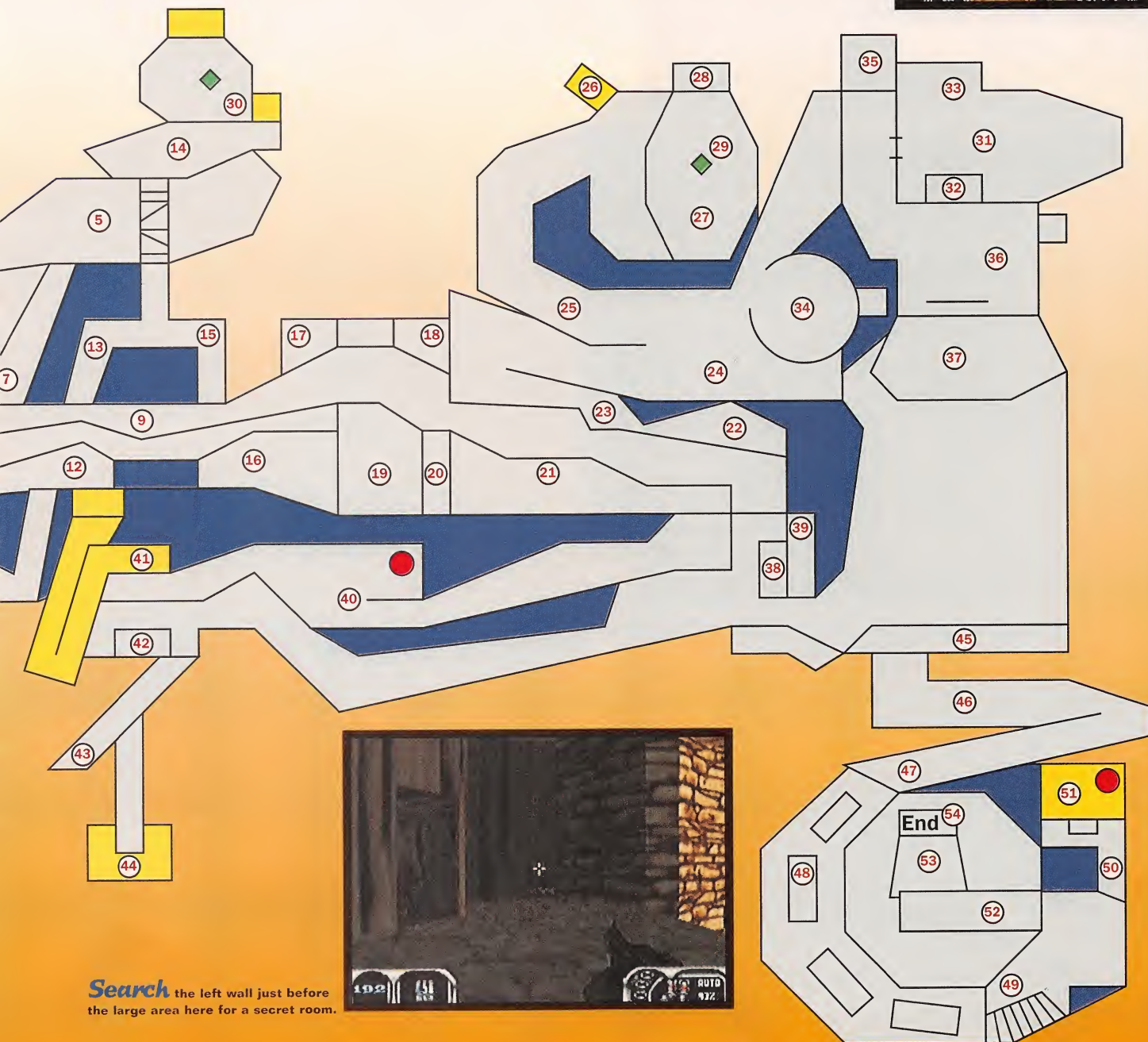
hidden panel. Climb through and use the lift to raise yourself to a Secret Platform.

51. In this Secret Place rescue the Babe and collect Atomic Health.

52. Now it's time to open the large door. Kill the waiting octabrain and collect a Pistol Clip and Medkit.

53. Enter through the second large door and activate the switch to your right.

54. To finish this level jump into the central core of the spacecraft. Make sure you save your game – you're about to face the first boss!



BATTLE LORD

BOSS LEVEL - SEVEN

1. Jump off the central start point and activate the switch beside the door.

2. Behind a panel in the dark areas of this room you can collect SMG Ammo and a Pistol Clip.

3. From behind the panel opposite you can collect a Grenade Launcher and some Night Vision Goggles.

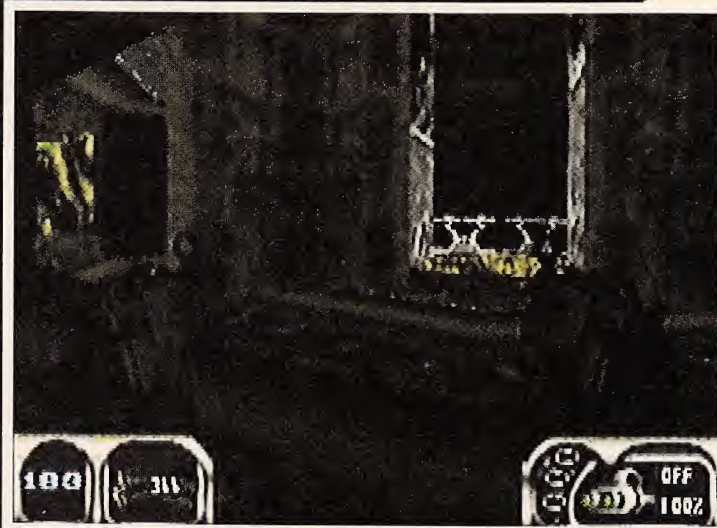
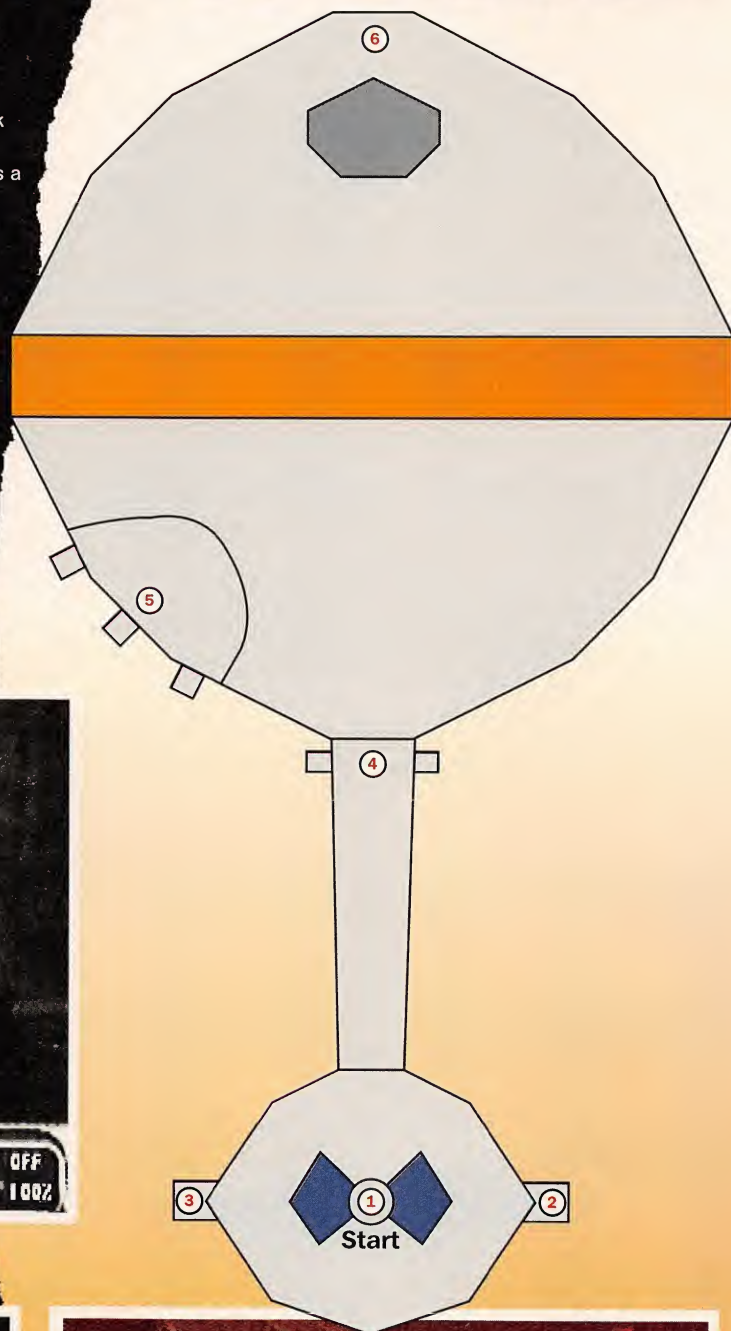
4. Lasers positioned here trigger the arrival of the Battlelord.

5. On top of the raised platform in the battle arena collect Armour, SMG Ammo, Shotgun, Missiles and a Jet Pack.

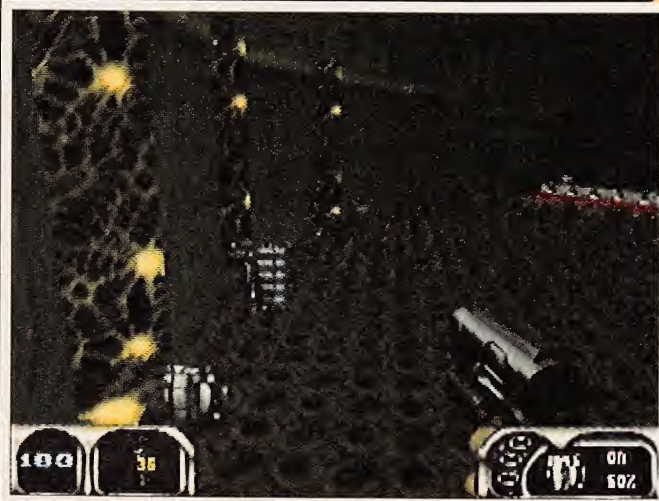
6. Against the far wall in the arena are two Atomic Healths and some Shotgun Shells.

Battle Tips

This monster alien will enter the battle arena as soon as you break the lasers at the entrance to the arena. He is fairly fast and carries a very powerful weapon which means you will have to keep on your toes. The best way to avoid his fire power is to strap on your Jet Pack and take to the air. Two highly effective weapons to use against this beastly foe are the Grenade Launcher and Dum-Dums. So keep on the move and fire several shots at once and this fight could be over fairly quickly.



Jump off the central plinth and activate the switch by the door to begin your assault on the end-of-level boss.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin:

Released:
Price:

Out now!
£59.99

SPACE PORT

LEVEL EIGHT

1. Turn around and walk onto the teleporter behind you.

2. Inside the shuttle collect the Grenade Launcher and Vitamin X, then get back onto the teleporter.

3. Follow corridor to the control room and kill the aliens waiting there. Open the hidden panel in the wall beside the monitor, and activate the switch to open the force field door.

4. Inside this Secret Place kill the monster and then collect some Atomic Health.

5. In the other corner of this room is a monitor and a floor switch to open the Secret Place in the wall opposite.

6. Inside collect Grenades.

7. Now go through the force field door and proceed along the corridor.

8. In this next room kill the aliens and continue to follow the passage.

9. At the other end of this short corridor is a large room. Kill the

waiting aliens and collect Grenades and a Medkit.

10. Go through the door on the right into a store room. Kill the waiting enforcer and collect Armour, Scuba Gear, Pistol Clips, Blue Access Card and a Portable Medkit.

11. Shoot the vent in the back wall and climb in. Jump up onto a higher ledge and discover a Secret Place containing some Pipe Bombs.

12. Open the white panel on the left-hand wall and jump into the pool. Dive down to collect SMGs and some Night Vision Goggles.

13. Exit this small room and head for the elevator on the left.

14. Inside the control room collect Shotgun Shells and open the Blue Access Lock.

15. Jump down and enter the lift opposite. Ride the lift to the next floor and be ready.

16. In this next room kill the waiting enforcers and then use the small crate to jump into a little

niche above. Collect a Jet Pack here.

17. Use the Jet Pack to fly up and collect the Atomic Health from the little alcove on the other side. This opens a Secret Place on the floor below so quickly run to the elevator and head for the lower floor.

18. Inside this Secret Area collect two Atomic Healths.

19. Go back to the upper floor and blast the canisters to open up the cracked wall. Inside, collect Shotgun Shells and activate the switch to uncover the coded panel.

20. Proceed up the slope and dispose of the small group of aliens, then collect the Medkit and Pipe Bombs. Use the coded panel to disarm the force field around the central area – the code is Red/Red/Green/Red.

21. Jump down the central hole and collect the Jet Pack, SMG Ammo and Red Access Card.

22. Now use the Jet Pack to fly back up the central hole. Near the



top you will discover a small passageway which leads to another Secret Place. Kill the waiting alien, then collect a Missile Launcher and an Atomic Health.

23. Jump across the central core and into the passage on the other side. At the far end drop down to the lower floor.

24. Walk up the slope and through the large blue door.

25. Blast the vent on the left, climb in and drop down into another Secret Room. Rescue the Babe and then collect the Shrinker/Expander.

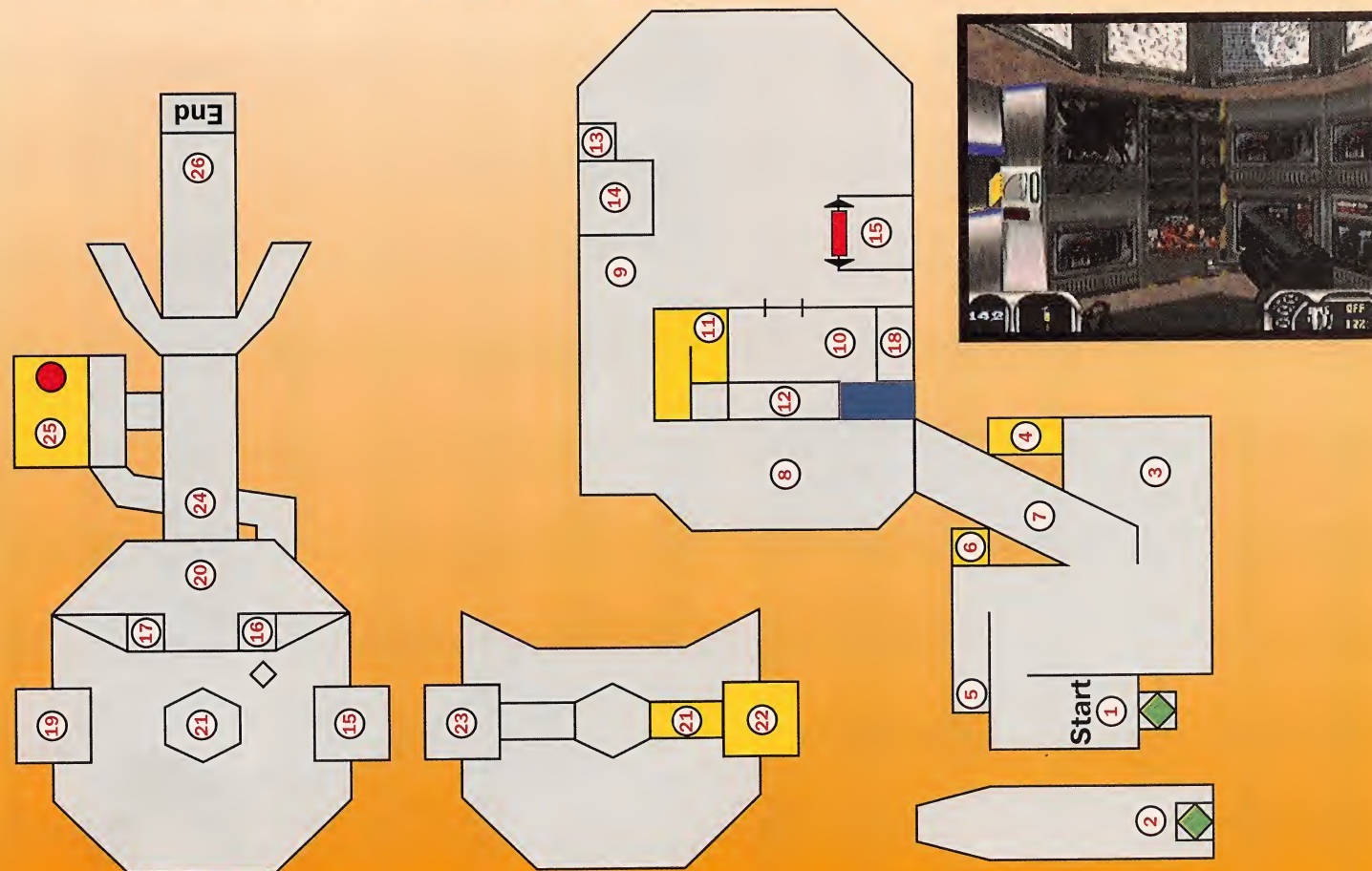
26. Open the Red Access Door and kill the approaching aliens. In the last room collect a Medkit and hit the Level End Symbol.

19

Duke Nukem Solution

page number

19



INCUBATOR

LEVEL NINE

Brief Overview

1. Collect the Medkit behind you and then collect the Pistol Clip next to the door.

2. To the left of the door is a panel containing a Shotgun.

3. Kill the sentry drone, then walk backwards through the door and shoot the gun turret situated above the door.

4. Open the door at the other end; revealing a large dark room. Kill the waiting aliens, then collect the Shotgun Shells and Medkit.

5. On the left-hand wall, just beyond the control panel, is a Secret Place. Inside are some Pipe Bombs and a hidden panel leading to another Secret Place.

6. Inside this area, collect some Armour and Shotgun Shells.

7. In the lit area collect some SMG Ammo and a Medkit.

8. Behind this small panel are some Night Vision Goggles.

9. Now it's time to activate the switch on the right hand wall. This will open a corridor and a small niche containing some Atomic Health.

10. On the right hand side of the corridor is a large silver EDF sign. Jump into the sign to discover a Secret Place containing a Portable Medkit.

11. Follow the uphill slope and a large room will open at the end.



Opposite the slope in this room is a secret panel with some SMG ammo.

Inside this room you can collect a Pistol Clip and some Shotgun Shells.

12. To the right is another uphill slope with a room at the top. Be very careful as you enter this room the gun turret to the right will open fire. The switch on the wall underneath the turret activates the Force Field Door near point 17.

13. Opposite the slope is a hidden panel. Inside this little Secret Place you can collect some SMG Ammo.

14. In the alcove in this room are two Atomic Healths and SMGs.

15. Back down the slope and to the left of the control panel is another Secret Place containing a Holoduke and a Plasma Cannon.

16. Inside the Armoury, collect three Laser Trip Bombs.

17. Now go to the Force Field Door; collect the Medkit and then proceed through the door.

18. Inside the Armoury collect a Grenade Launcher, Shotgun Shells and SMG Ammo.

19. Take the left hand path and follow it to the end. Collect a

Medkit and a Pistol Clip, then open the door to the right.

20. Travel down the slope and collect the Yellow Access Card. Then turn around and head back to the right hand path.

21. In this corridor kill the aliens and rescue the Babe. Proceed to the end of the passage and collect a Pistol Clip.

22. Go through the Access Door and shoot the gun turret ahead. Activate the switch and then collect a Pistol and some Pipe Bombs.

23. Collect the Grenades, then leap to the other side of the water.

24. Collect Shotgun Shells and a Medkit.

25. Jump into the water and let the current drag you to a platform. Collect the Shriner Crystals from the platform and a Portable Medkit and Vitamin X from inside the panel on the left.

26. There are aliens absolutely everywhere in this room and five Babes for you to rescue. In this area is a Jet Pack, a Shriner/Expander and several

To the left of the control panel is this secret place with a Plasma Cannon.

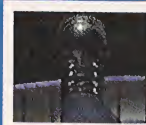
Shriner Crystals. Under the water is a small passage containing a Missile Launcher for you to pick up.

27. Use the Jet Pack to fly up to the small niche in the top corner of this room. Behind the panel are some Pipe Bombs for you to collect.

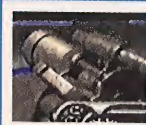
28. The switch on the left opens the hidden central area. Rescue the three Babes and collect the two Medkits before opening the door and proceeding to the end of the level.



WEAPONS



1. Boot
Crude, but effective. Good for grates.



2. Grenade Launcher
High explosive, very bad.



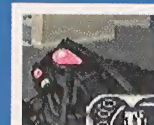
3. Missile Launcher
Long range, good for aerial enemies.



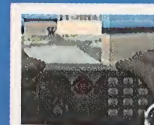
4. Pipe Bombs
Throw, then use the detonator.



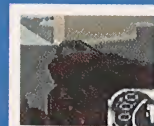
5. SMGs
Twin machine guns – very Reservoir Dogs!



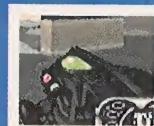
6. Expander
Enemies expand and them explode when hit.



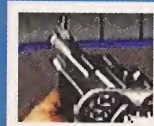
7. Laser Trip
Plant across doorways as a trap.



8. Plasma Cannon
Fires plasma bolts – good for Slimers.



9. Shriner
Shrinks enemies so you can step on them.



10. Shotgun
Standard scatter weapon – good for groups





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

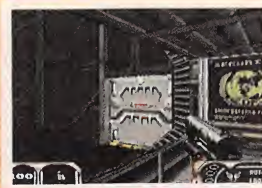
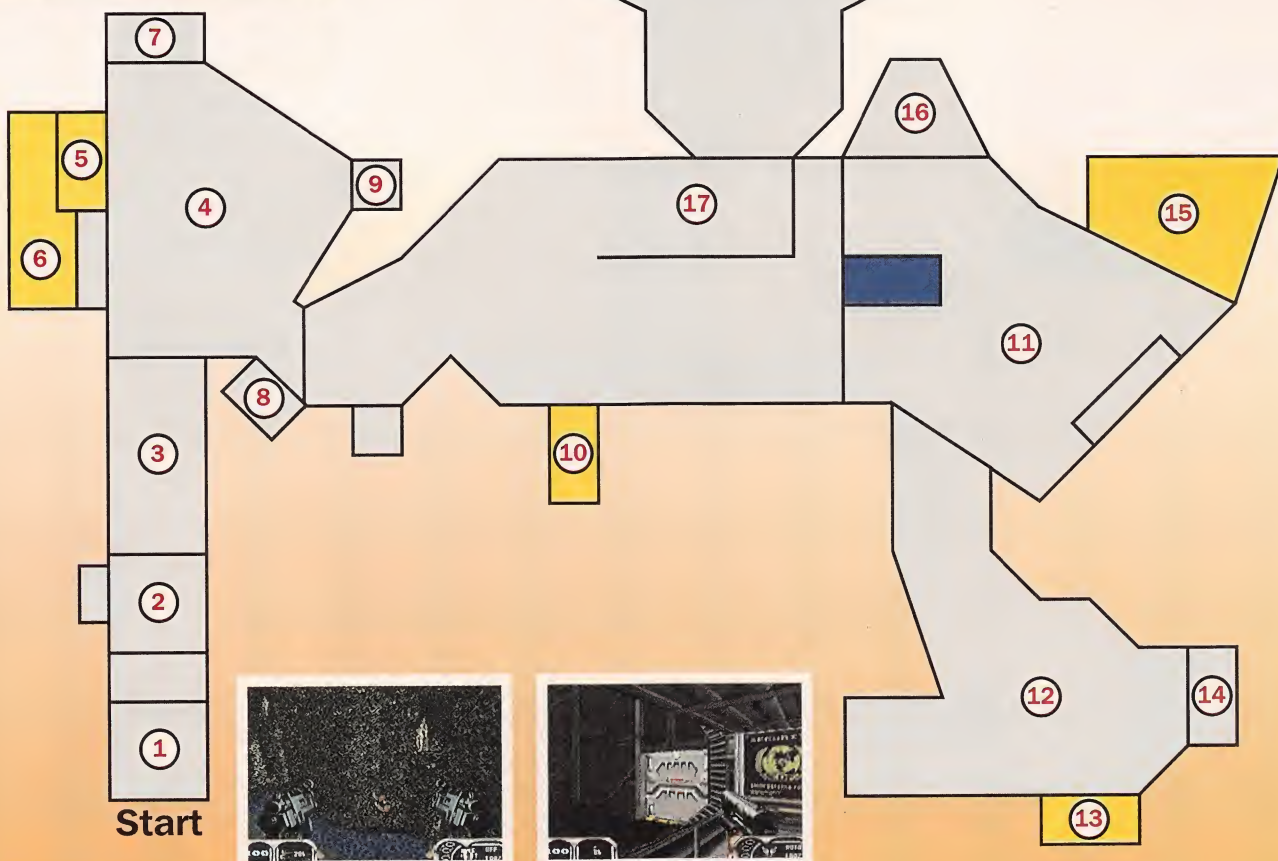
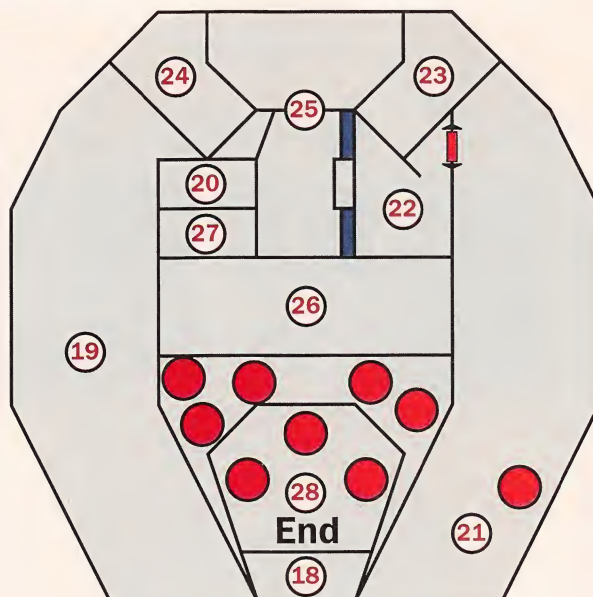
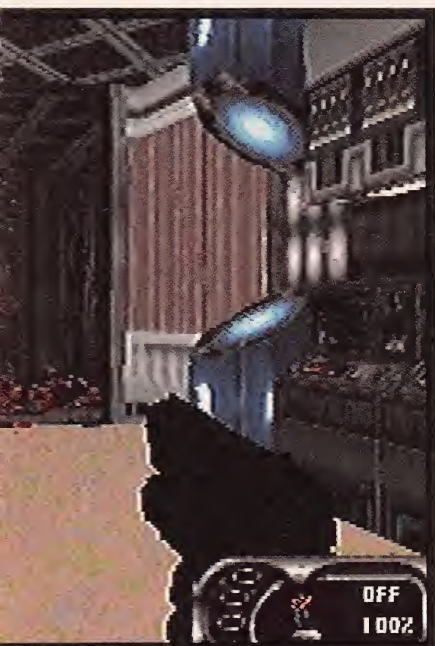
GT interactive
Eurocom

Game type:
Origin:

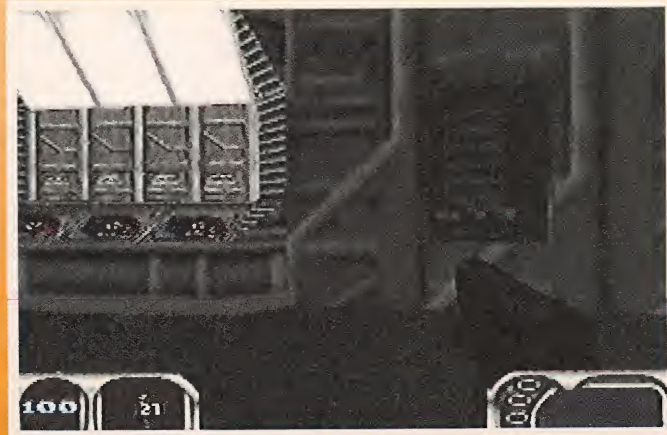
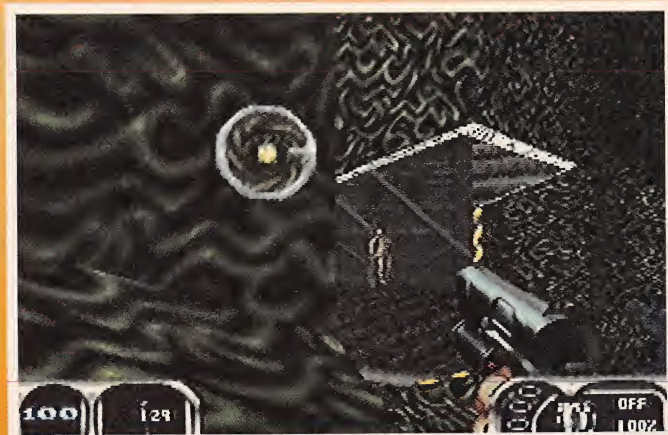
3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99



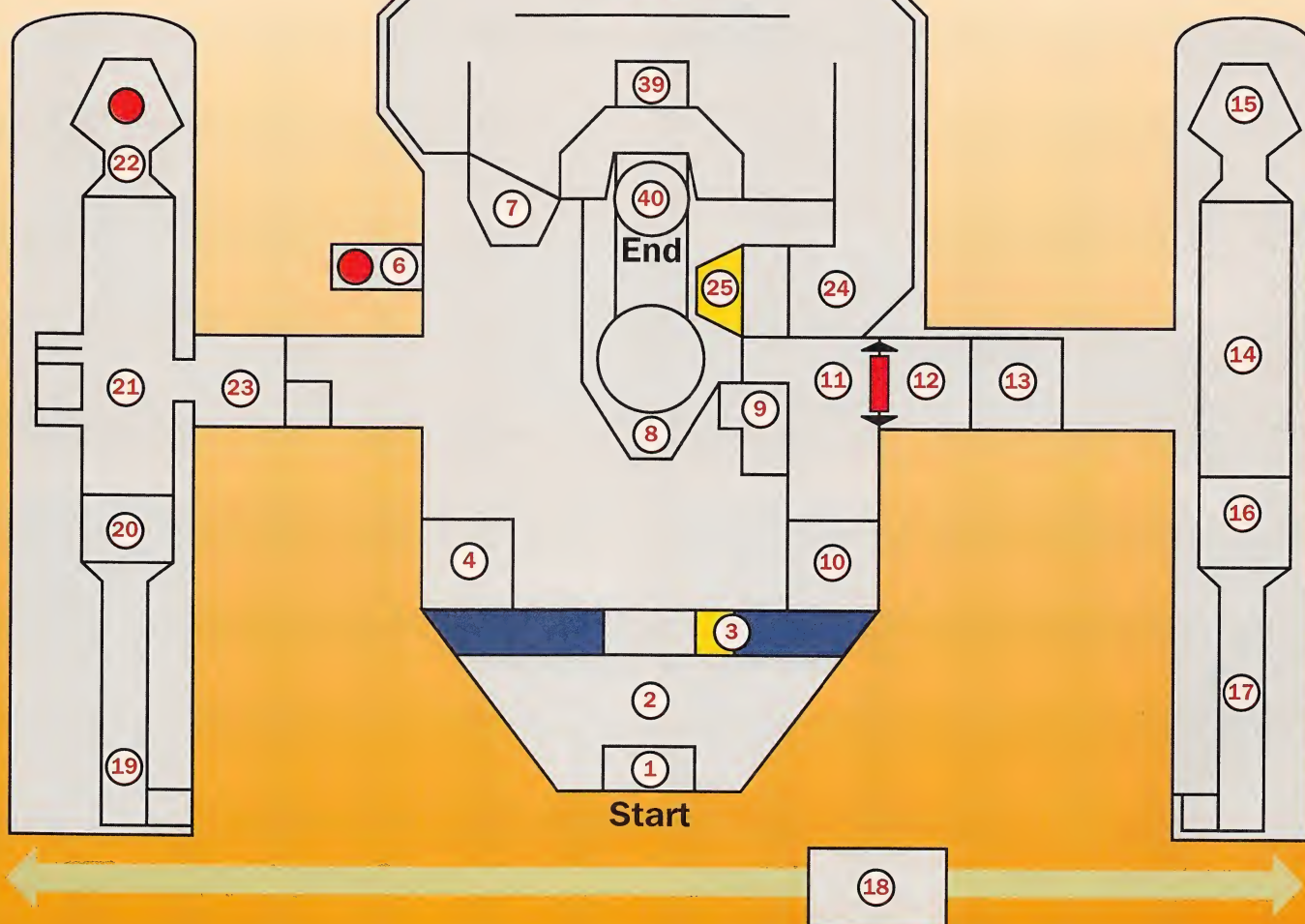
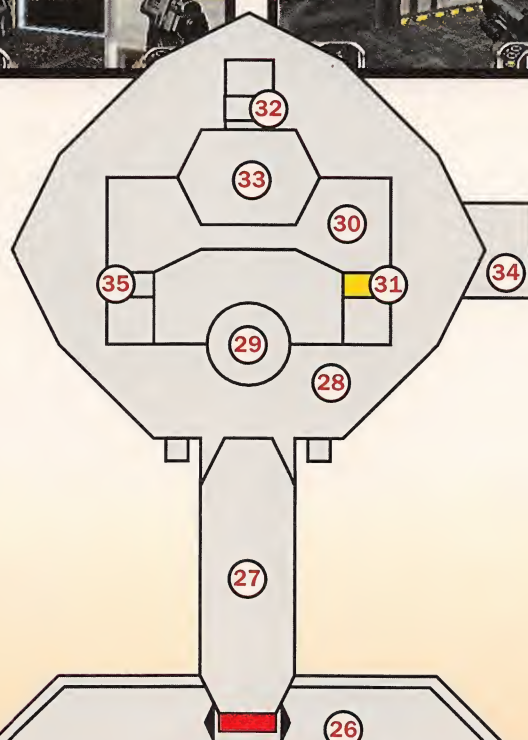
The switch on the left opens this hidden area. There are three Babes inside and two Medkits.



Duke Nukem

21

WARP FACTOR



Brief Overview

1. Open Door
2. Collect Pipe Bombs, Medkit and SMGs
3. Through the door and open a hidden panel to your right. Inside this Secret Place collect a Portable Medkit.
4. Descend in the lift on the left. When you reach the bottom, allow the dust to settle then venture forwards. There is an Atomic Health, two Medkits, Shotgun and Laser Trip Bombs.
5. Crawl into this gap to collect the Blue Access Card.
6. Ride the elevator back up to the central area and turn left. On the left hand wall is a hidden panel with a Babe to rescue inside.
7. In the Armoury are some Grenades and Pipe Bombs for you to pick up.



Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99

8. Through the central door is the ship's reactor core. Collect a Medkit, Pistol and SMG Ammo.

9. Collect Shotgun Shells and a Portable Medkit in this little room.

10. Take the lift on the right, down to a lower passageway.

11. Now use the Blue Access Card to open the door on the right. There is a Medkit here for you to collect.

12. Open the door and ride the elevator up.

13. Walk forwards and take another elevator ride.

14. Keep a look out for Sentry Drones in this next area. To your left is a Medkit.

15. Kill the Enforcer here and collect a few missiles.

16. Back down the passageway and through the next door. Another Medkit waits here.

17. At the end of the passage activate the switch to call the shuttle. Grab the SMG Ammo and wait for the shuttle to arrive.

18. Climb into the shuttle and activate the switch to be carried to

the other side of the ship. There are some Dum-Dums here for you to pick up.

19. As the shuttle docks you will be attacked by several aliens. Luckily there are two Medkits here to replenish any lost energy.

20. There are some Missiles in this area for you to pick up.

21. Kill the Troopers here and collect some Shotgun Shells and an Expander Crystal. The middle button opens the doors briefly, giving you just enough time to run round there and collect the Yellow Access Card.

22. There is a Babe to rescue here and also a Grenade Launcher to pick up.

23. Ride the lift down to a small space containing three Atomic Healths. Now it is time to return to the Blue Access Door via the shuttle.

24. Now take the door on the right and activate the map. Collect the Shotgun Shells and then open a hidden panel behind the map.

25. Inside this Secret Place collect some Dum-Dums.

26. There is a Mini-Battlelord waiting near the Yellow Access

Door. When the Battle lord has been defeated more aliens will attack you from behind. There is a Shotgun for you to collect here.

27. Open the Yellow Access Door and traverse the central isle to pick up a Shrinker Crystal and some Night Vision Goggles.

28. In this large room shoot the Gun Turret opposite and the collect a Plasma Pack, Pistol Clip and three Medkits.

29. There is a Missile Launcher in this little room.

30. In this large control room is a switch to dis-arm the force field at the end of the level. There is also a grenade Launcher here for you to collect.

31. Just behind the door is a Secret Place containing some Explosive Shotgun Shells.

32. A hidden panel in the ramp hides a Vitamin X for you to pick up.

33. In this area collect the Holoduke and then activate the switch to raise the globe. You can now collect the two Medkits hidden here.

34. The little alcove on the right has a switch in the top corner. Back away from the alcove as far as you can then shoot the switch. Now run to your left and into a hidden compartment close to where you previously discovered the three Medkits.

35. Open the door and ride the elevator up to the bridge.

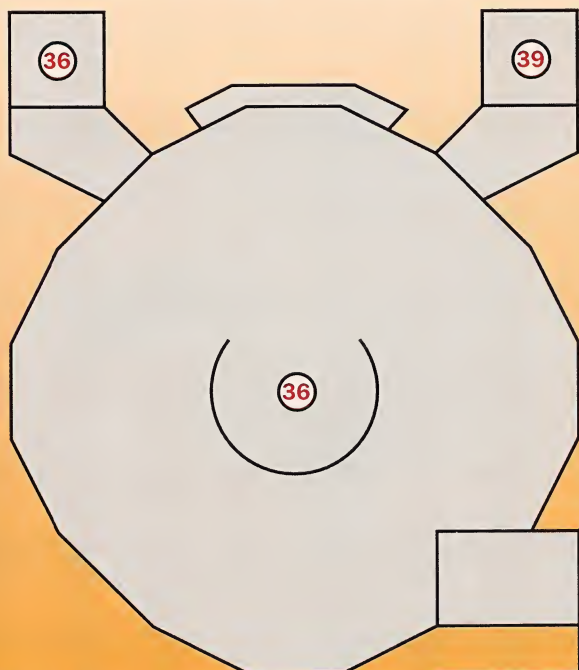
36. Collect SMGs, Grenade Launcher and Pipe Bombs here.

37. As you open this door you will be attacked by a mob of Enforcers. Collect a Portable Medkit then use the computer on the desk to operate a hidden panel.

38. Inside this Secret Place collect Missile Launcher and a Shrinker/Expander.

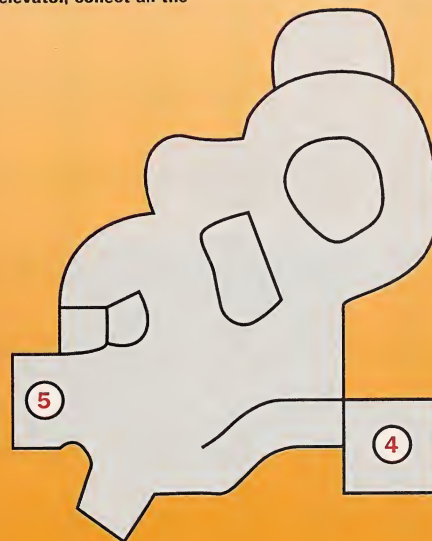
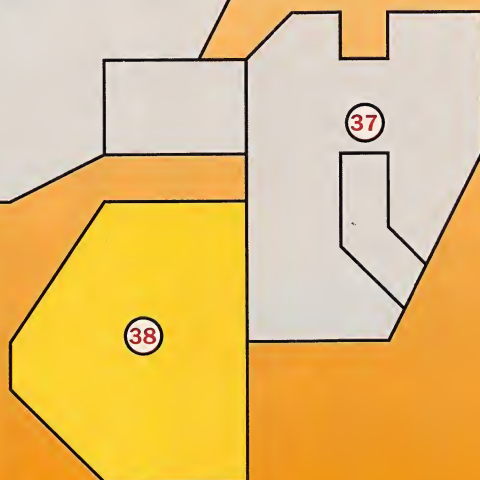
39. Now climb back into the lift and return to the Yellow Access Door. Behind the screen in front of you is a door.

40. Run down the passage and onto the elevator in the middle. Ride the lift to the bottom where three Medkits and the end of level await.



After riding up the elevator, collect all the goodies in this area.

The alcove on the right has a switch which opens a hidden room.



FUSION STATION

Brief Overview

1. Collect Pistol Clip then activate the switch to open the door.

2. Collect a Medkit and Rescue a Babe here.

3. Follow the passage until you discover a room. Kill the aliens and collect Grenade Launcher, Grenades, Pistol Clip, Medkit and an Atomic Health hidden under the central pillar.

4. Activate the switch and proceed through the door.

5. Shoot the Gun Turrets and then cross the bridge.

6. Jump into the lift and ride to the depths.

7. Inside this large room collect Vitamin X, Shotgun Shells, Protective Boots and Laser Trip Bombs.

8. Near the door is a piston. Jump to the ledge next to it, then crouch and run under the piston as it rises. In the small space behind are some SMGs for you to pick up.

9. The wall opposite the small passage lifts to reveal a Secret Place. Inside, collect two SMG Ammunition Clips.

10. Near the exit door is a nook on the right hand side. The middle panel lifts to reveal another Secret Place.

11. Inside this passage, collect a Medkit and two Atomic Healths. The switch here opens the exit door but there is another Secret Place near here.

12. Follow the passage to the point where you collected the Medkit. Jump up and discover a little duct containing Pipe Bombs.

13. Exit the room and descend in the lift. At the bottom, hug the left hand wall and you will collect two SMG Clips near a monitor.

14. Dive into the pool and resting on the bottom you will find two Medkits and some Pipe Bombs. At either end of the three spinning blades are two little spaces with a switch in each. They open the next exit and allow lots of aliens into the poolside area.

15. Dispose of the monsters and then head for the monitor. The screeching noise you hear is a Secret Place opening behind the partition opposite. Quickly jump across the pool and inside you can collect a Plasma Canon and a Plasma Pack.

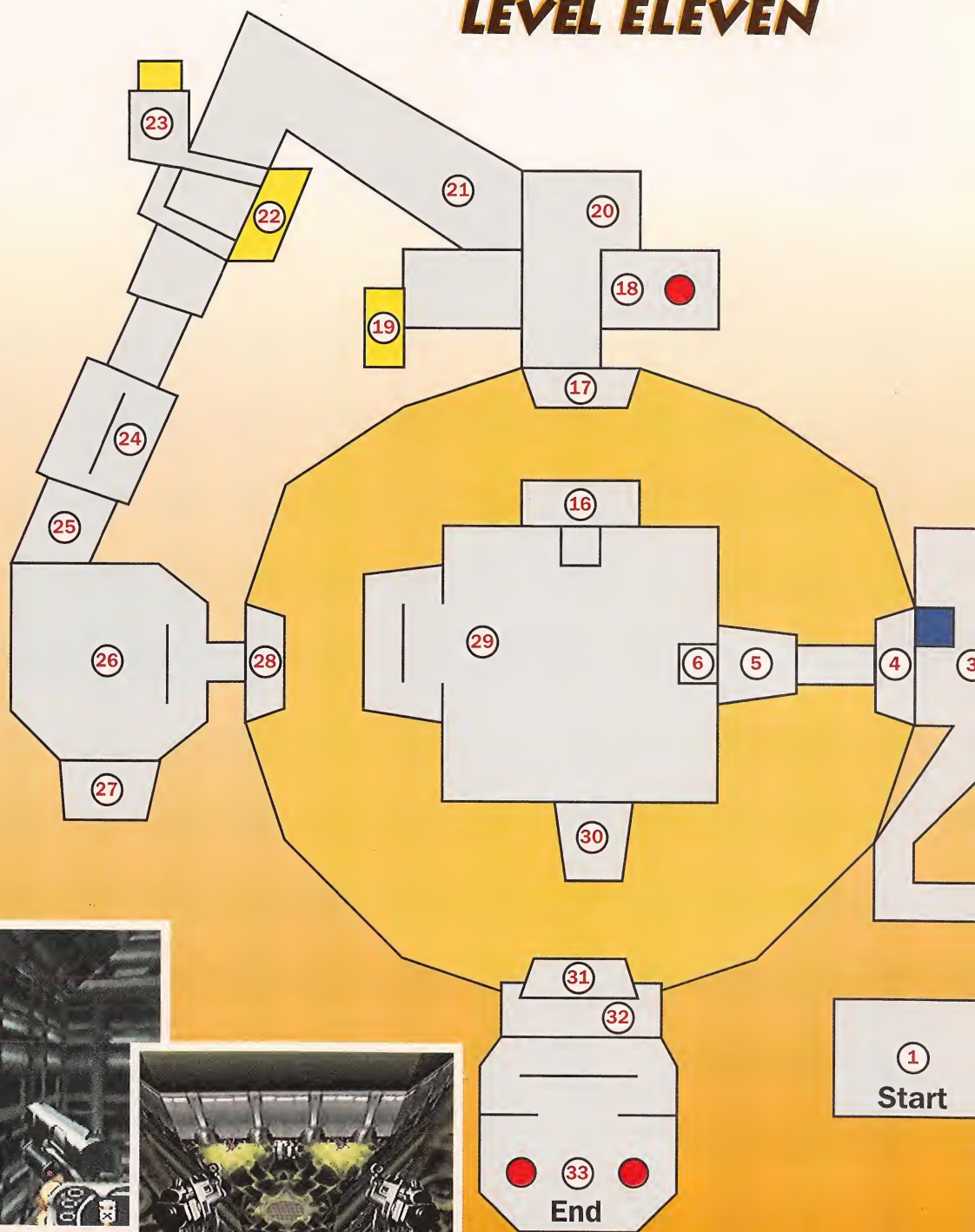
16. Ride the exit lift back up to a platform and collect a pistol clip.

17. Now stand on the edge of

the platform and shoot the switch opposite. A small block will travel across the gap and arrive at your feet. Climb on then shoot the switch again to travel across the gap.

18. Enter through the door and turn right. There are slimers everywhere in this area so stay alert. When the area is clear, Rescue the Babe and collect a Medkit here.

LEVEL ELEVEN





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT Interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99

19. In the room opposite more Slimers await, and a well hidden Secret behind the corner panel. Climb in to collect some Armour.

20. Near the exit door more slimers await and a Shriner/Expander hides behind them.

21. Halfway down this corridor the walls will explode. Try to back off as this happens to limit the amount of damage you sustain. There is a Medkit here for you to pick up.

22. Use the large hole on the right to climb up onto a small ledge. Shoot the grate at the end to gain access to another Secret Place. Inside kill lots of Slimers and then shoot the grate at

the other end.

23. On the other side of the bridge is a small area containing Laser Trip Bombs and an Atomic Health. Now blast the wall on the right to find some grenades and another Secret.

24. Open the door at the far end of the corridor and kill the waiting Enforcer. Walk across the bridge then blow the canisters on the right hand side. Collect Shotgun Shells, Medkit, and Shriner Crystals.

25. Now ride the lift up and prepare for battle.

26. An Alien Beast waits for you in this next room. He is fairly fast

but you should be able to take him out. When the battle is won you can collect a Missile Launcher and a Medkit.

27. The switch here opens the exit door, but be quick, you do not have much time.

28. Collect the Missiles and Pistol Clip then ride the block to the platform opposite.

29. As you approach, an explosion occurs and you are surrounded by aliens. Once your enemies are gone you can pick up a Medkit, Shotgun Shells, Night Vision Goggles, SMG Ammo and Missiles.

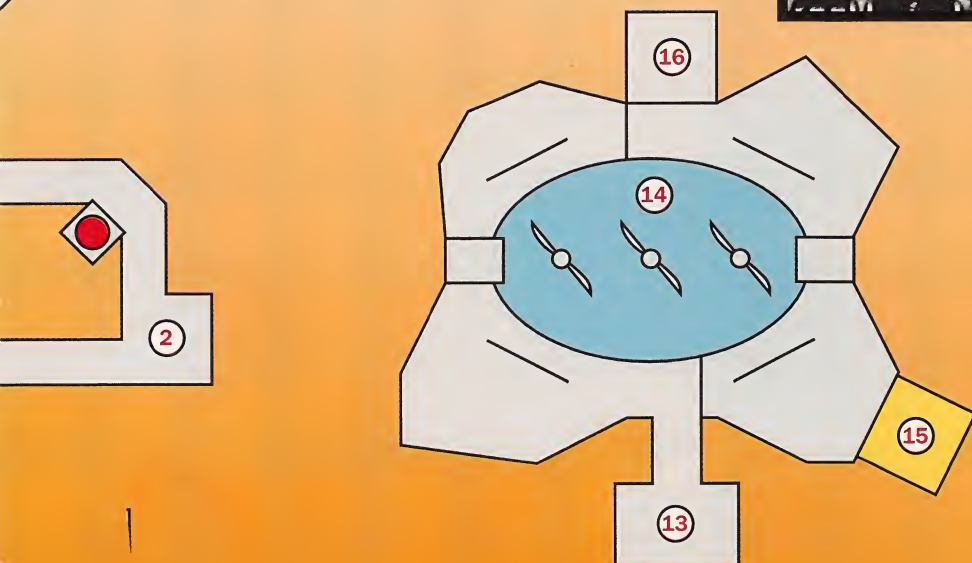
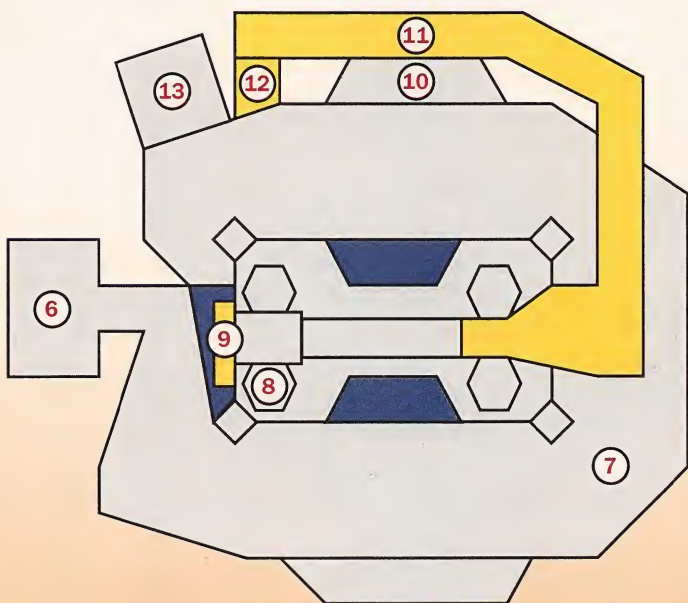
30. There is no block to ferry

you across this time, so you will have to make a jump for it. You will not be able to jump across to the top platform but luckily there is another below.

31. On the small platform collect two Atomic Healths and a Jetpack.

32. Use the Jet Pack to fly up to the higher platform. Be ready for action as lots of nasty alien wait behind this door.

33. More aliens to kill here and two Babes need rescuing. Once you have saved these two Babes another Alien Commander will appear along with the end of level switch. There are some SMG's and an Atomic Health here.



OCCUPIED TERRITORY

LEVEL TWELVE

Brief Overview

1. Collect the Shotgun and Shotgun Shells.

2. Pick up a Medkit and SMG Ammo here.

3. There is some Armour and a Portable Medkit here for you to collect.

4. There is a small gap to the right hand side of the door. In this Secret Place you can pick up some Atomic Health.

5. Watch out, as some Assault Commanders are waiting for you here.

6. There is a Holoduke for you to collect inside this panel.

7. Shoot the vent and climb inside this Secret Place. Collect some Armour and a Grenade Launcher.

8. Collect the two Medkits here then head through the door.

9. In this large room collect Pistol Clip, Shotgun Shells, Night Vision Goggles, Medkit and Vitamin X

10. In this area is a Babe for you to rescue, but you will have to kill the Slimers first. There is also a Shrinker Crystal for you to pick up.

11. In the room at the end, collect Missile Launcher, Pipe Bombs, Night Vision Goggles, Medkit and the Red Access Card.

12. Open the Access Door and collect two sets of Missiles.

13. In this next room two Mini-Battlelords await. When these enemies have been defeated you can collect SMG Ammo, Shrinker/Expander, Medkit, Explosive Shotgun Shells, and the Blue Access Card.

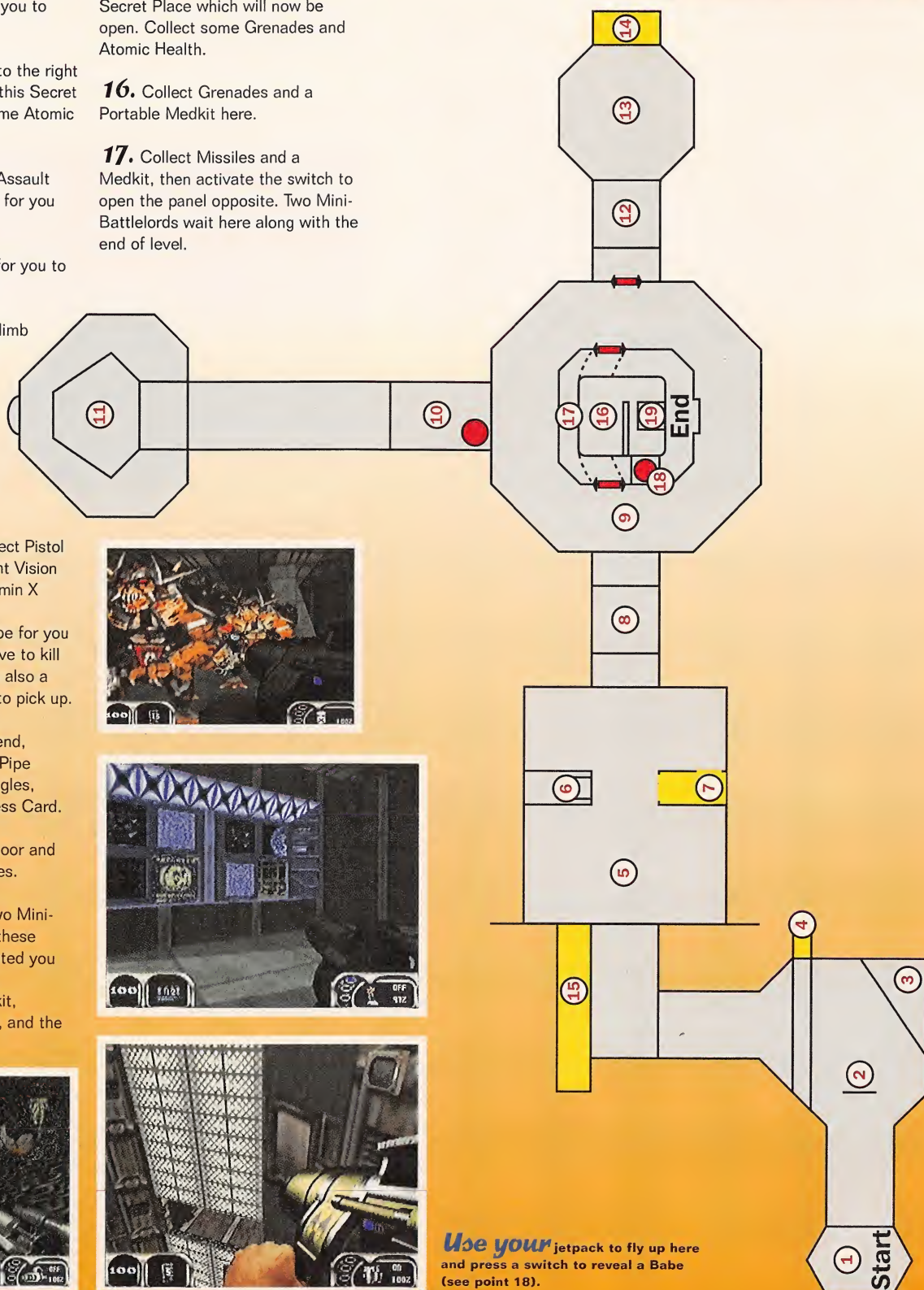
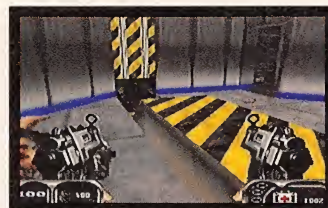
14. Behind the panel at the far end of the room lies another Secret Place. Collect Laser Trip Bombs and Atomic Health.

15. Back to the large room where you found the vent Secret and use your Jetpack to fly into another Secret Place which will now be open. Collect some Grenades and Atomic Health.

16. Collect Grenades and a Portable Medkit here.

17. Collect Missiles and a Medkit, then activate the switch to open the panel opposite. Two Mini-Battlelords wait here along with the end of level.

18. Kill the Battlelords and then use your Jet Pack to fly up to the ceiling. The switch here opens a hidden panel concealing the remaining Babe. Rescue her then exit the level.



Use your jetpack to fly up here and press a switch to reveal a Babe (see point 18).



Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99

TIBERIUS STATION

LEVEL THIRTEEN

Brief Overview

1. Kill the Slimers, then shoot the vent above the door. Jump through the vent and into the control room.

2. Collect a Pistol and Pipe Bombs here. The switches here control the lights and the big central door opposite you.

3. Take the left hand path and collect Pipe Bombs. Activate the switch here and then make a dash for the Armoury.

4. Inside the Armoury collect SMG Ammo, Expander Crystal, Shrinker/Expander, Night Vision Goggles, and some Shotgun Shells.

5. The switch in the right hand corridor opens the supplies room. Again this is a timed switch so you will have to run for the door.

6. Collect a Medkit and some Armour here. Then open a hidden panel between the two sets of Armour.

7. Inside this Secret Place, collect a Portable Medkit.

8. Through the central door and activate the light switch on the right hand wall. Blast the cracked wall here to reveal another Secret Place.

9. Collect some Shotgun Shells here.

10. Jump down and proceed carefully around the corner.

11. Turn left into a dark passage and search out a drinking fountain. Take a drink then walk through the wall behind you.

12. In this Secret Place there are some Pipe Bombs for you to pick up.

13. Now ride the lift up to a large control room. Collect a Shotgun, two Pistol Clips, and the Blue Access Card. Behind a panel near the screens you can also pick up a Holoduke.

14. Inside the vent are two Shrinker Crystals for you to collect. The switch beside the window



opens the room opposite. Activate the switch then run for the lift.

15. Kill the two Enforcers and then Rescue the Babe here. There is also an Atomic Health and a Missile Launcher in this room.

16. Just outside this room on the right and wall is another hidden panel. Inside this Secret Place collect Night Vision Goggles, SMG Ammo and some Vitamin X.

17. Look out for the Laser Trip Bombs near the door and then dispose of the approaching Enforcers. There is a Medkit here for you to pick up.

18. Watch out for the Gun Turret then turn left and enter the toilets.

19. Inside this room collect Pistol Clip, Laser Trip Bombs, Medkit and SMG Ammo.

20. Shoot the canisters to wreck the wall here. Pick up a Grenade Launcher and SMG Ammo.

21. Open the Blue Access Door and collect a Medkit and some Protective Boots. The switch here forms a bridge across the toxic pool.

22. Dive in to collect some Night Vision Goggles, Shotgun Shells, Portable Medkit and the Red Access Card.

23. At water level a hidden panel lifts up to reveal a Secret Place. Inside collect two Grenades.

24. There is another Secret Place directly opposite containing two Atomic Healths.

25. On the other side of the bridge collect SMGs, SMG Ammo, and Scuba Gear.

26. To your left is a small lift to raise you to a higher platform.

27. At the end of the passage rescue the Babe and collect a Medkit. Look along the wall for cracks.

28. Blast the wall and climb inside this Secret Place. Collect a Jet Pack here.

29. Shoot the Gun Turret then leap across the passage to the Red Access Door.

30. Lots of Slimers to kill behind this door along with another Mini-Battlelord. Shoot the canisters to blow the floor to bits which uncovers a hidden tunnel. You can pick up a Plasma Cannon and some SMGs here, there is also two Babes to rescue.

31. Climb into the duct in the corner and collect two Plasma Packs and a Portable Medkit.

32. As you exit the duct at the other end a timed door will open in the wall opposite. Use a Jet Pack to get into this Secret Place and collect a Grenade Launcher.

33. Back to the big room and it's time to search for that hidden tunnel. Walk through the fire and into the entrance. Kill the Slimers in the tunnel then follow to the end. Jump into another duct and then exit into a small room.

34. Kill the Enforcer and then punch the end of level switch.



The switch in the right hand corridor opens this secret room.

LUNAR REACTOR

LEVEL FOURTEEN

Brief Overview

1. Collect Shotgun and Night Vision Goggles from the wall panel.

2. There are lots of aliens around this cross-roads. Kill them all and then jump into the duct above the passage.

3. Collect Medkit, Shotgun Shells, Missile Launcher and Atomic Health here.

4. Kill the alien and then enter the Restricted Area.

5. In the toilets collect Vitamin X, Portable Medkit, and Missiles. From inside the stalls you can also pick up a Grenade Launcher, Blue Access Card, Laser Trip Bombs and some Missiles from inside the vent.

6. Use the Blue Access Card to enter the crew quarters.

7. Climb into the duct to the right and collect two missiles.

8. There is a Mini-Battlelord and lots of Slimers waiting for you here.

9. In the vent to your left you can pick up Shotgun Shells and Atomic Health.

10. Collect Grenades here.

11. In the sleeping quarters collect SMGs, SMG Ammo, and a Medkit. Inside the lockers here you can find some Armour and Laser Trip Bombs.

12. Collect two Plasma Packs and a Medkit in this room.

13. Collect Pipe Bombs and two Medkits in this room. Now drop down the hole and into the crusher room.

14. When you activate the switch here the two giant pieces of metal separate and then clap together again. Shoot the vent opposite and then activate the switch. Run across the pool to the niche just to the right of the vent. Collect Shotgun Shells and a Medkit here.

15. In the corner a hidden panel raises to uncover a Secret Place. Inside pick up the two Atomic Healths.

16. Use the switch in the niche to separate the crusher and then dash

back to your point of origin. Now activate the switch again and make a dive for the vent.

17. Be careful where you tread the drop is a long one. Shoot the Gun Turret opposite and then pick up the Grenades.

18. Open a hidden panel behind the Grenades to find a Secret Place containing a Medkit and some SMG Ammo.

19. Now you must jump to the platform on the other side of the gorge. This would be a good opportunity to use some Vitamin X, don't you think! On the other side collect some more SMG Ammo.

20. Collect the Yellow Access Card and prepare yourself for battle. Halfway down the passage the floor has a big crack in it. As you step on this point the tunnel starts to shake and will collapse. Turn around and run for your life.

21. Use the Jet Pack to descend to the bottom of the gorge where two Babes are waiting to be rescued. In a small Secret Cave near the broken bridge collect Grenades, Armour and Atomic Health.

22. In another little cavern collect Shrinker Crystals, and a Shrinker/Expander. Behind the panel at the rear of the cave is a teleporter which will take you back to the point where you found the Yellow Access Card.

23. Now the rumbling has stopped return down the passage, climb through the hole in the wall and into a vent. Be careful as you cross the bridge the floor may be missing in the middle.

24. At the end of the duct a swarm of Octabrainns attack. Kill these monsters and then collect Night Vision Goggles and a Plasma Cannon.

25. Position yourself between the slots of the large cog and let it carry you to a passage on the other side.

26. Kill the Enforcers and then pick up two Medkits and the Red Access Card. Behind the television screens near the Medkits is a hidden area. There is a Babe here that requires your assistance.

27. The screen to the right of the access card lifts to reveal a Secret Place. Inside collect a Holoduke and two Plasma Packs.

28. Back through the cog and you will discover a set of stairs on the left hand side. Open the Red Access Door at the top at keep a look out for some wandering Alien Commanders.

29. Now open the Yellow Access Door and enter a corridor. Kill another Mini-Battlelord and collect two Missiles, SMG Ammo and some Laser Trip Bombs.

30. In the vent collect Pipe Bombs and Atomic Health.

31. Climb up the stairs and collect two Pistol Clips, Shotgun, Night Vision Goggles, Medkit and Pipe Bombs.

32. Now downstairs into the reactor room. Kill the aliens and pick up Grenade Launcher and

Shotgun Shells. The switch here opens the core which hides three Atomic Healths.

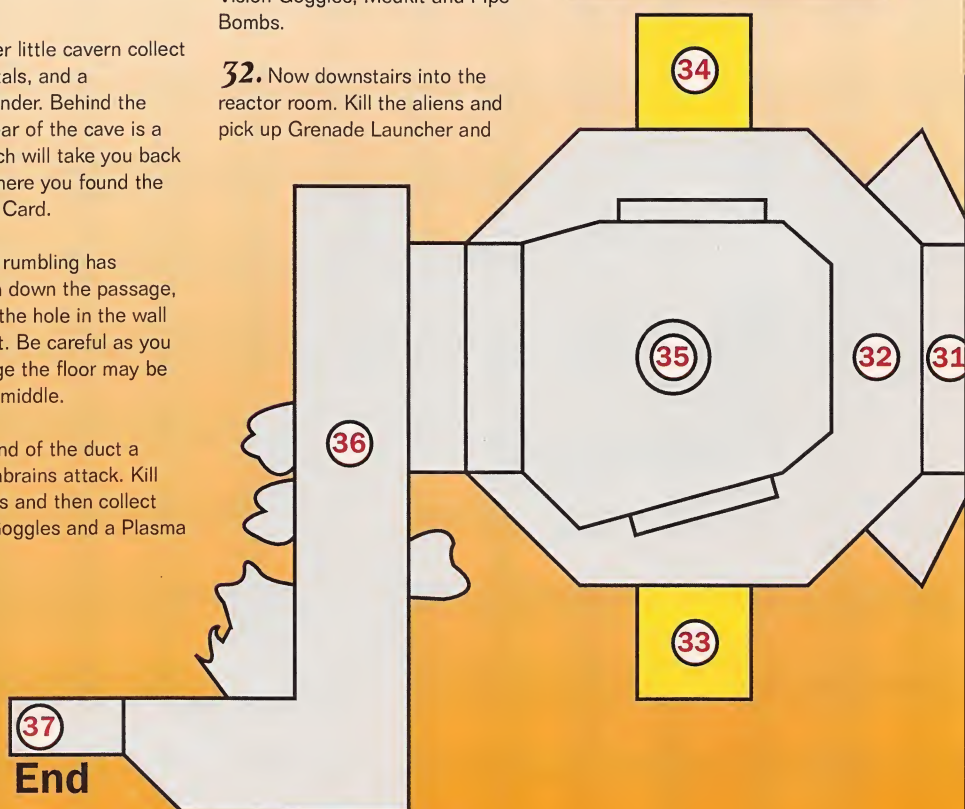
33. From inside this Secret Place collect Missiles and Laser Trip Bombs.

34. Another Secret Place containing some Grenades for your leisure.

35. It's time to blow up the reactor. Drop a Pipe Bomb into the centre then get yourself a safe distance from the blast. When you enter the room again the exit will be open.

36. No items in this room, just two Alien Commanders who are thirsty for your blood.

38. In the final room kill the waiting monster then head for the next level.



End



Players
1-4



Cartridge
64M



Memory
Yep!

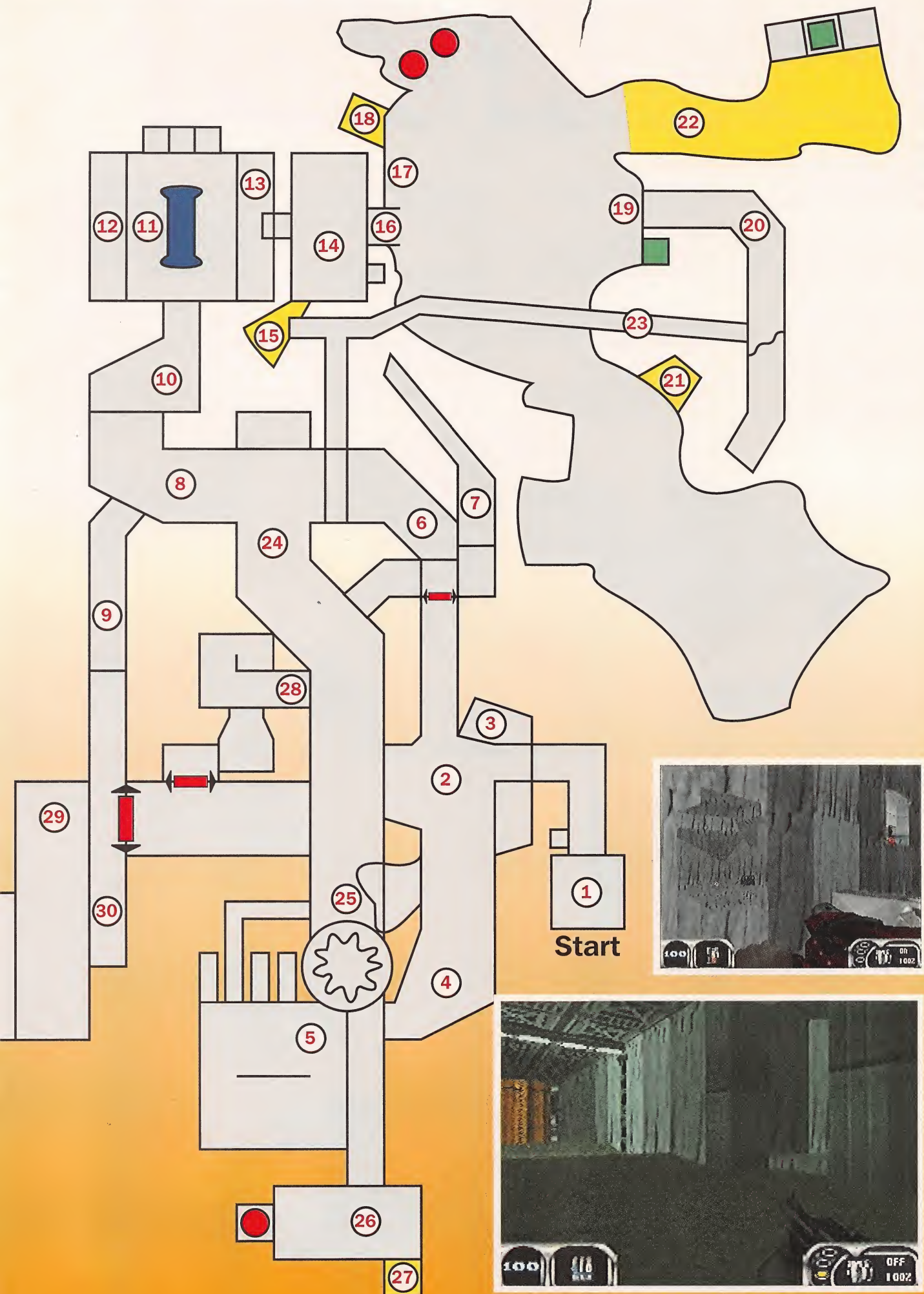
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



DARK SIDE

LEVEL FIFTEEN

Brief Overview

1. Collect Pistol and a Medkit.

2. Kill all the Slimers in this area and then rescue the Babe. Collect some Armour and a Shotgun here.

3. Kill the Sentry Drone and collect a Medkit here.

4. In this area collect a Missile Launcher and some Armour.

5. Open the panel behind these

items to reveal a Secret Place containing Atomic Health.

6. Pick up two Medkits and some Pipe Bombs then activate the switch to open the shuttle door.

7. At the other end of your short shuttle journey kill the waiting monsters and then collect a Medkit and two Plasma Packs.

8. As you enter this room, it begins to shake. Stay where you

are and kill the approaching Enforcers. When the quake stops enter the area and collect some Missiles.

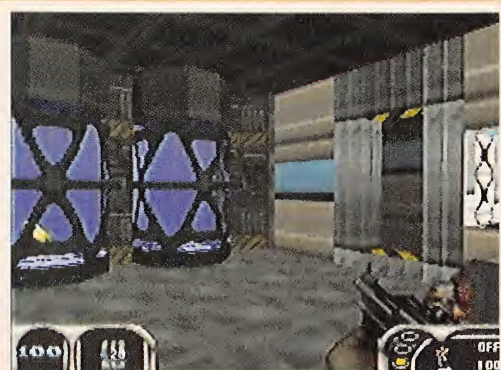
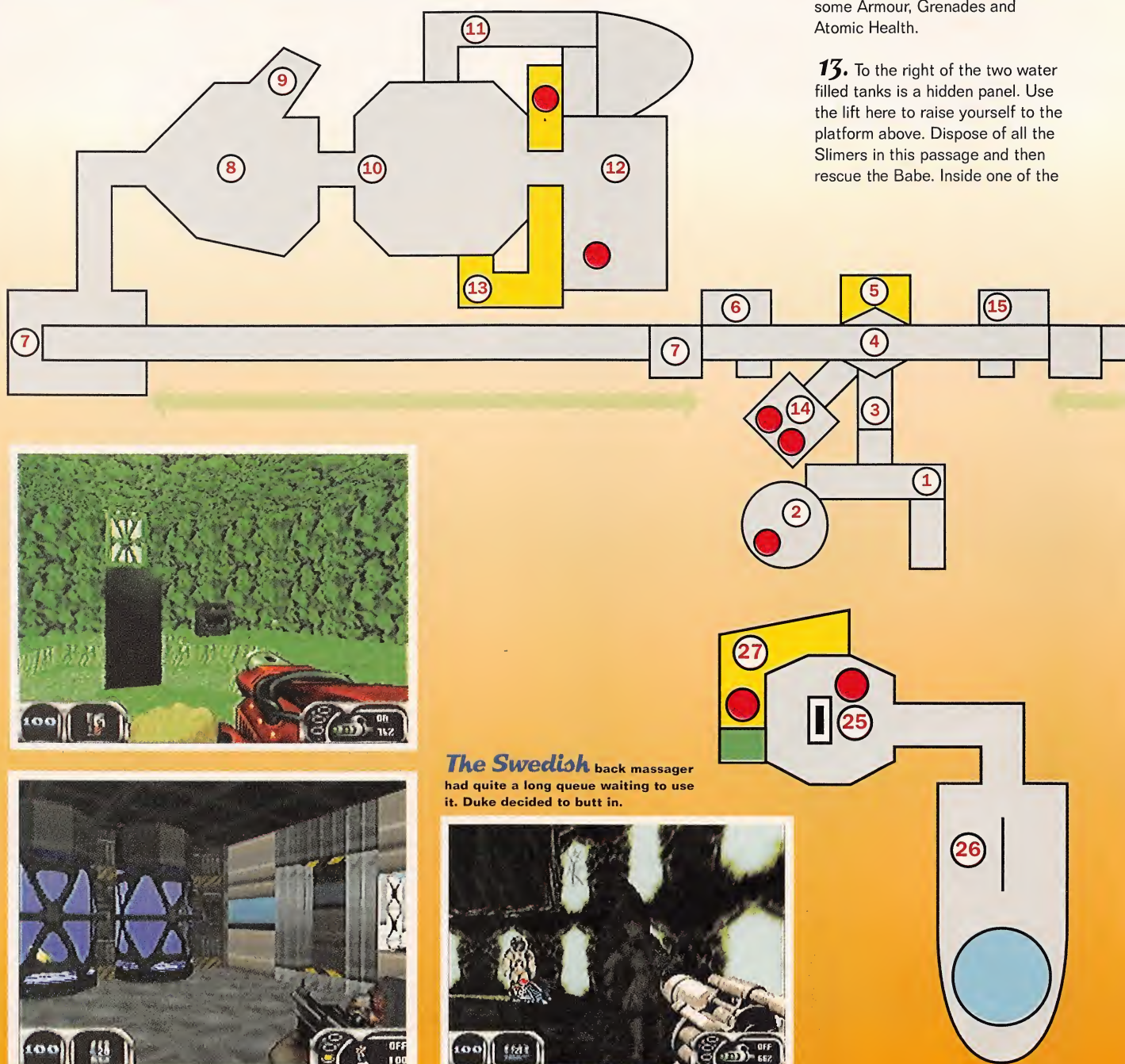
9. In this hole full of Slimers is some SMGs and a Medkit.

10. There are lots of aliens in this area. When you have finished them all off collect Vitamin X, Portable Medkit, Holoduke, Laser Trip Bombs, Shotgun Shells and Pipe Bombs.

11. Jump onto the conveyor belt and run to the end of the tunnel. In the pool at the bottom collect some Pipe Bombs, a Shriner/Expander, and a Medkit. Jump out of the pool and locate the lift.

12. In the room at the top rescue the two Babes and collect three Medkits and two SMG Clips. As you pick up the Yellow Access Card all the little ducts around this room open and lots of Slimers attack. Inside these vents you can pick up some Armour, Grenades and Atomic Health.

13. To the right of the two water filled tanks is a hidden panel. Use the lift here to raise yourself to the platform above. Dispose of all the Slimers in this passage and then rescue the Babe. Inside one of the



The Swedish back massager had quite a long queue waiting to use it. Duke decided to butt in.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



water tanks is a Shriner Crystal for you to pick up.

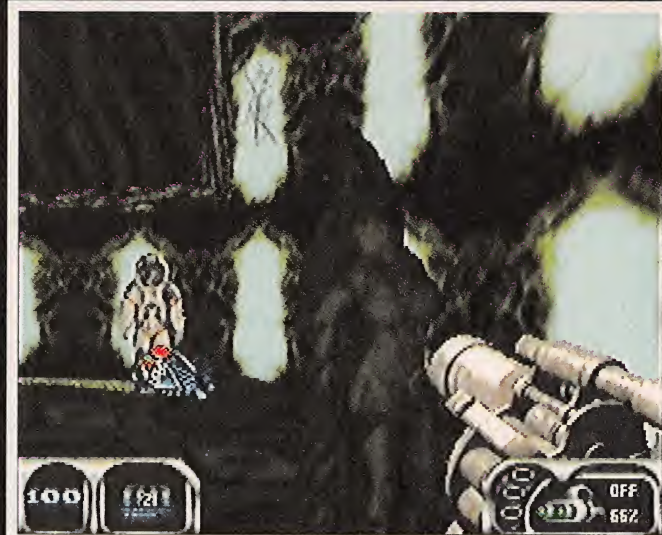
14. Activate the switch near the roof to open a hidden panel. There are two Babes here that need saving.

15. Open the Yellow Access Door and then activate the switch to call the shuttle. Once inside use the switch to start the shuttle moving and then press yourself

against the open doorway. You will pass into a little niche.

16. In this Secret Place collect two Atomic Healths and then use the teleporter to send you back to the shuttle port.

17. Call the shuttle again and this time follow to the end. Be ready for the Troopers waiting at the other end. Pick up some Missiles, SMGs and Armour.



18. In this passage collect two Medkits.

19. Rescue the Babe and collect Grenades and a Plasma Pack.

20. In this small room kill the Slimers and collect Shotgun Shells, Medkit, and a Grenade Launcher.

21. Step through the airlock to the outside and kill the mass of approaching Sentry Drones. Pick up

Grenades, Missiles, Medkit and two Shriner Crystals, then step into the lift.

22. Follow the slop to the top and dispose of the waiting Troopers. Collect Missile Launcher and a Medkit, then activate the switch to dis-arm the force field.

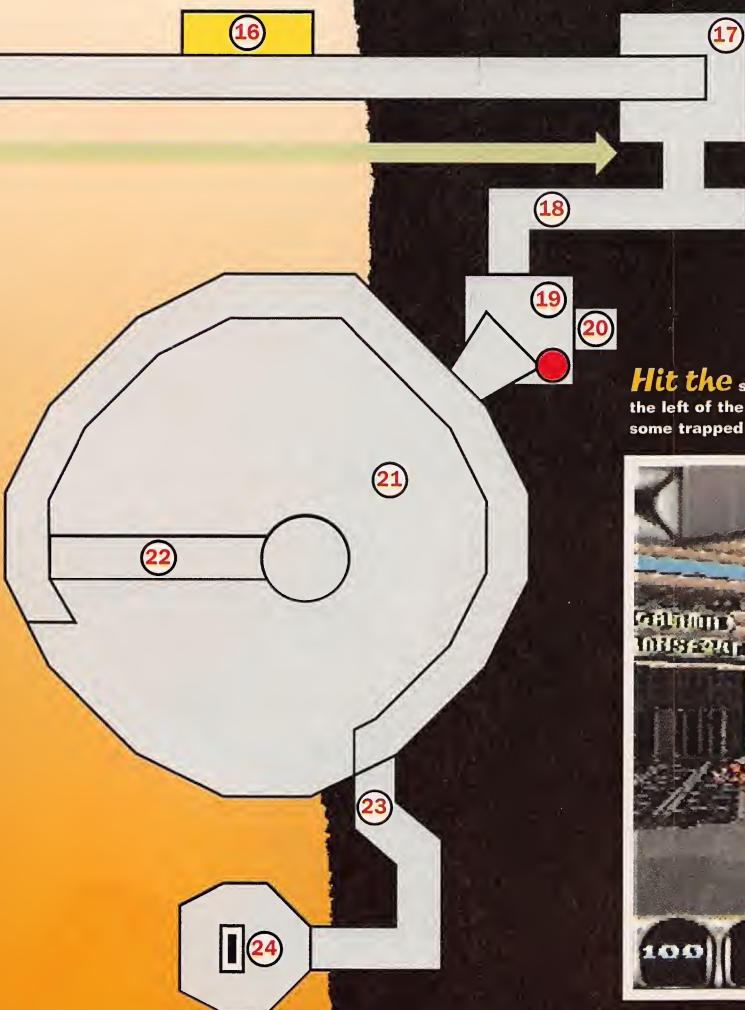
23. Take the lift back down and kill the Mini-Battlelord. Collect some Pipe Bombs then blast the cracked wall.

24. Take out the Slimers and then collect Pipe Bombs and a Medkit. The black pillar transports you to another location.

25. Rescue the Babe then collect Missiles and a Shriner/Expander. Now Blast open the cracked wall.

26. There are lots of Octabrainz to kill here. There are also Shotgun Shells and a Medkit for you to pick up.

27. Now return to the cracked wall. Inside this Secret Place collect Explosive Shotgun Shells and rescue the Babe. You will also find the entrance to a Secret Level here.



Hit the switch to open the secret door on the left of the blue-striped wall, which leads to some trapped Babes.



DREADNOUGHT

LEVEL SIXTEEN

Brief Overview

7. Swim to a large pool and then kill the Octabrain in this area. Collect a Shotgun, Medkit and a Plasma Pack. The switch here opens the central area.

2. Swim inside the central area and collect an Atomic Health.

3. In the passage pick up some Explosive Shotgun Shells and then return to the pool and surface.

4. Jump out of the pool and kill the poolside aliens. Use the coded switches to open the central core and collect Shotgun Shells, Pistol, and some Scuba Gear.

5. Use Pipe Bombs to blow up the central core then jump through the centre towards the vent on the wall. A hidden panel in front of the vent opens briefly. Inside this little Secret Place is a Grenade Launcher for you to collect.

6. At water level walk into the wall near the raised platform. Inside this well hidden Secret Area you will find some Armour, Atomic Health and two Plasma Packs.

7. Enter through the door and collect Missiles and a Plasma Cannon. A Mini-Battlelord waits for you just around the corner.

8. From inside the cracked wall on the left collect a Portable Medkit.

9. Lots of aliens for you to kill here and a Medkit for

you to pick up. Jump over the stream and into an upwards sloping passage opposite.

10. Blast the cracked wall on the left hand side to uncover a Secret Place. Collect the Pipe Bombs from inside.

11. At the top kill the Enforcers and Slimers and then rescue the Babe. Collect some Grenades and a Shrinker/Expander in this area.

12. Drop off the ledge to find some Dum-Dums.

13. Leap across the stream again. Rescue the Babe and pick up some Scuba Gear and a Medkit.

14. Into another upwards sloping passage and collect a Plasma Pack.

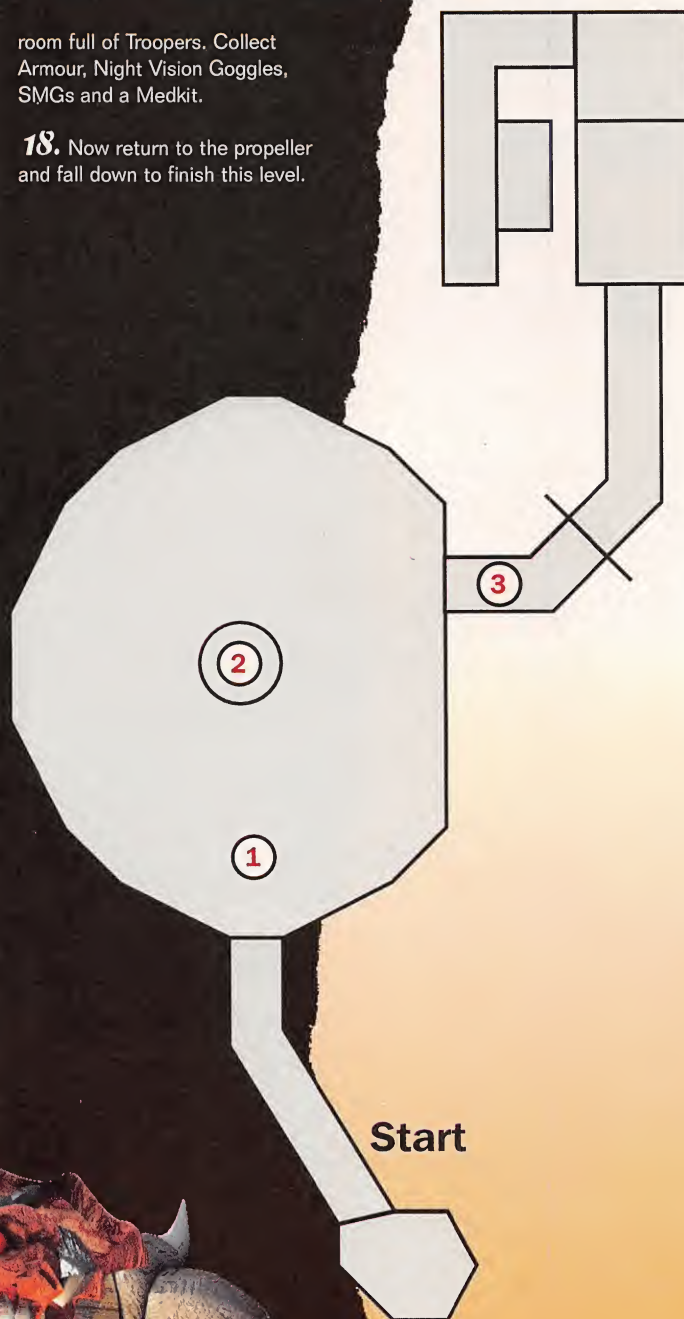
15. Leap across the stream again and pick up a Grenade Launcher, Shrinker Crystal and some Night Vision Goggles. The switch in the corner turns the force field off.

16. Shoot the Octabrain and then jump onto the spinning propeller. Collect the Atomic Health and then leap to another passage.

17. Follow this passage to a small

room full of Troopers. Collect Armour, Night Vision Goggles, SMGs and a Medkit.

18. Now return to the propeller and fall down to finish this level.



Hello, sir! Ugly mutants from outer space meet the boot of Duke Nukem - no contest!



Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

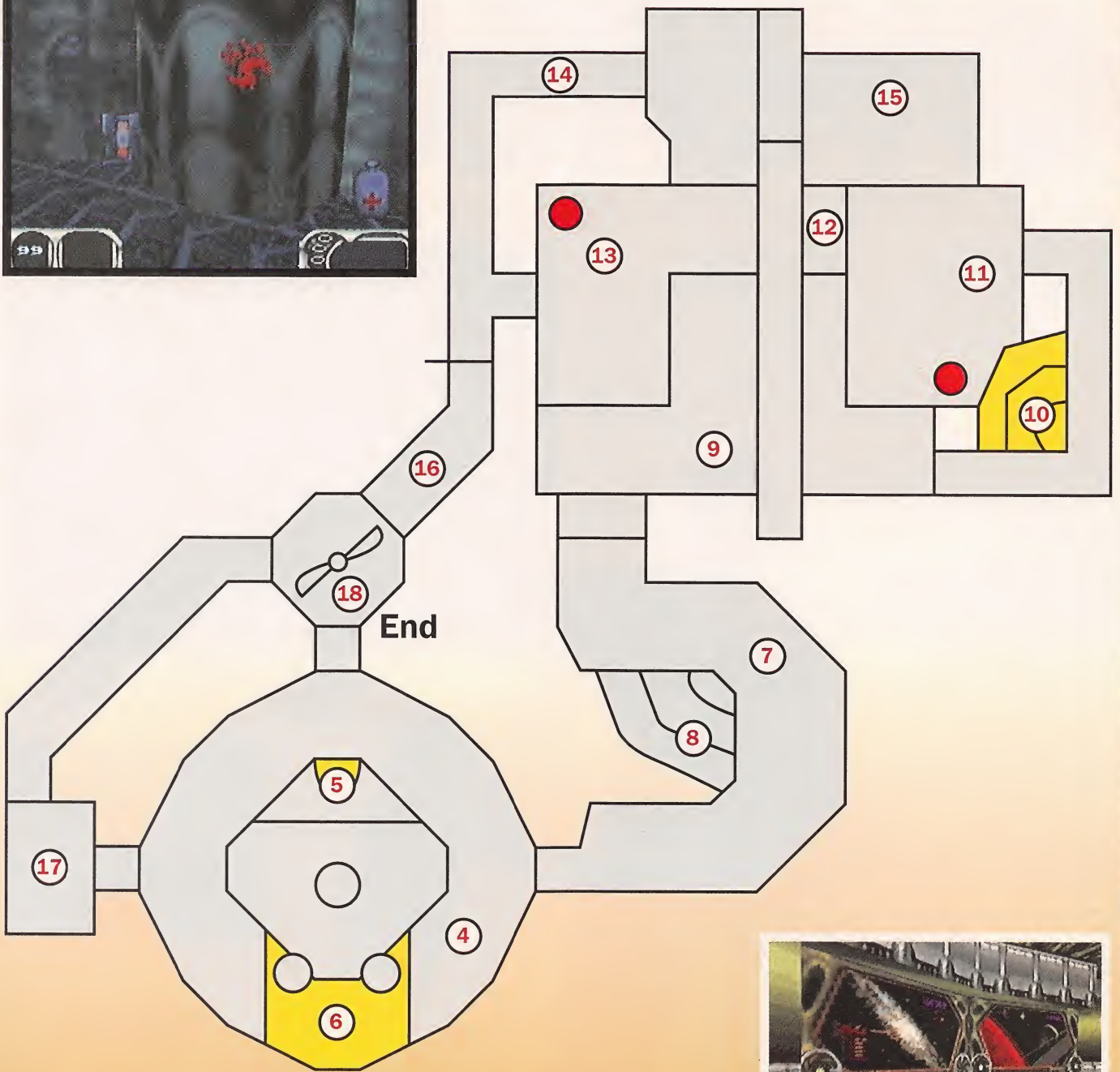
GT interactive
Eurocom

Game type:
Origin:

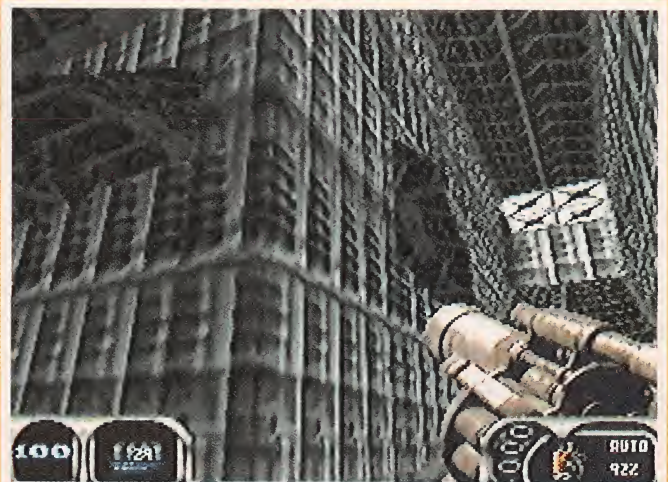
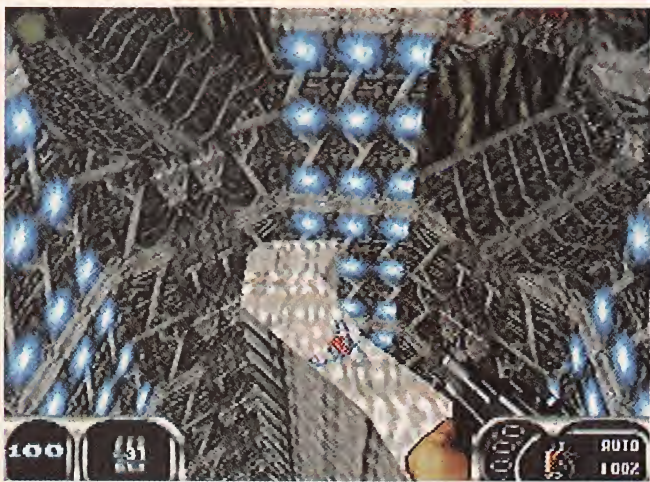
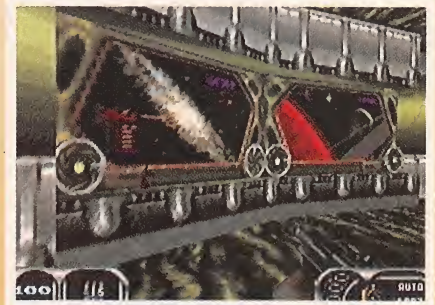
3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99



This spinning propeller has a useful Atomic Health perched atop it – just be careful not to slip!



OVERLORD

BOSS LEVEL TWO - SEVENTEEN

Brief Overview

1. Dispose of the masses of Slimers in this central area, but try not to waste any heavy artillery. There are Missiles, Shrinker/Expander, SMGs, Medkit and Laser Trip Bombs in this area.

2. Use the switch of the side wall to open a panel. Dive in and pick up two Medkits, Jet Pack, Vitamin X, and a Portable Medkit from this watery tunnel.

3. Open the large door at the end and allow the Overlord to enter. Now sneak behind him into his lair and collect Atomic Health and four sets of Grenades. As you approach the map in this room a Secret Place opens on the far side of the central area.

4. Quickly make a dash for the Secret Area where you will find a Portable Medkit, Atomic Health, two Grenades and some Heat Seeking Missiles.

Battle Tips

The Overlord is a very nasty monster and it is no easy task beating him. Try to keep him in the large central room and circle him whilst unloading your Missiles and Grenades at him. Alternatively hide yourself in the Secret Place and pick off the Overlord in brief bursts.



Slime galore as Duke faces off against the evil Overlord. Get a lord of this, you filthy alien scumbag!





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

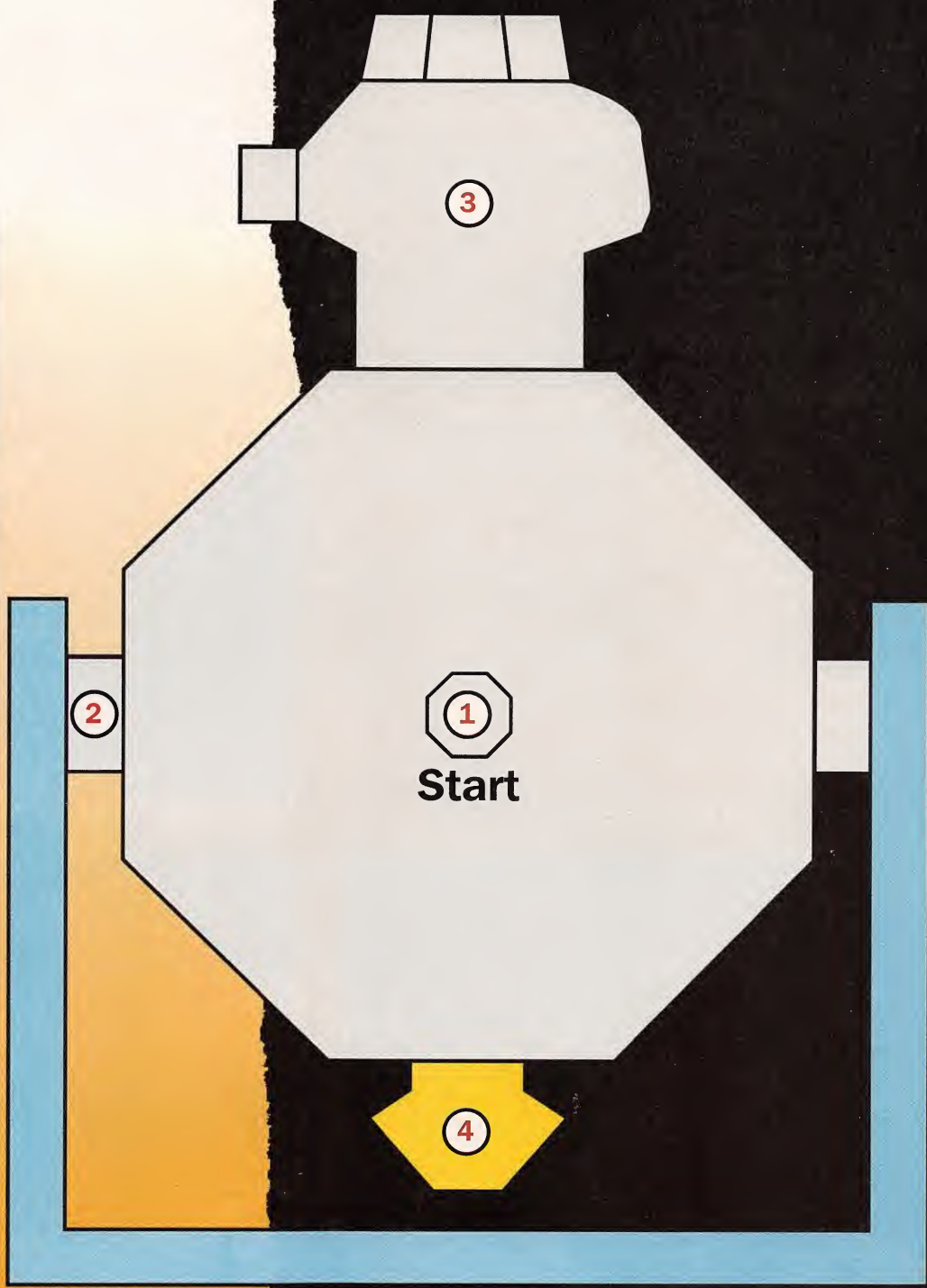
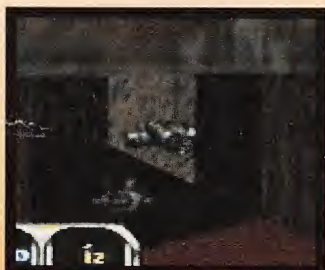
Out now!
£59.99



Just a pistol against the might of the Overlord? It doesn't matter to Duke at all – he's that hard!



A useful little cache of Pipe Bombs are ripe for the taking in this wall niche.



Duke Nukem

35

Duke Nukem Solution

page number

35

RAW MEAT

LEVEL EIGHTEEN

Brief Overview

1. Inside a darkened panel on the right collect a Missile Launcher.

2. Drop off the building and into the small pool below. Kill the Octabrain, Slimers and Sharks. Pick up a Holoduke, Pipe Bombs, and a Medkit.

3. Exit the pool and collect a Medkit, SMGs and Atomic Health. Now proceed up the slope and into a long room.

4. Shoot the Gun Turret in front of you and then pick up a Pistol Clip to your right.

5. Shoot another Gun Turret in the left hand corner and then pick up some Shotgun Shells and a Medkit.

6. Now to check the side stalls. In the first stall collect a Shotgun and a Jetpack from inside a wall panel.

7. In the next stall the table lowers, giving you just enough room to crawl in behind.

8. In this little area activate the switch and pick up some Vitamin X.

9. In the last stall collect a Portable Medkit and then blast the cracked wall on the right.

10. In this Secret area collect two Medkits, a Shriner Crystal and some Night Vision Goggles.

11. Lift the sign with the red hand print and collect some Armour from the Secret Place behind.

12. Open the "Good Old Boys" panel to reveal a Secret Place. Inside collect a Shriner/Expander.

13. Follow the corridor until you discover a room full of Slimers. There are two Babes to rescue here and some SMG Ammo, Shotgun Shells, and a Medkit for you to pick up.

14. In this small room collect a Medkit and the Blue Access Card from inside the wall panel. The computer here turns the teleporters on and the switch on the wall opens the door.

15. Leap through the wall just to the right of the door switch. Inside this Secret Place collect a Medkit and some SMG Ammo.

16. Now go back to the large Slimer room and jump from the window into the pool below. On the bottom you will find SMG Ammo, Shotgun Shells, Missiles and the Red Access Card.

17. Jump out of the pool and collect some Scuba Gear and a Pistol. Now use a Jet Pack to fly back up to the window.

18. Follow the small ledge in front of the window to the left. Here you will discover some Shotgun Shells.

19. Along the left hand wall is a Secret Place. Rescue the Babe and collect a Medkit and some Dum-Dums.

20. Now open the Blue Access

Door and head left. Shoot the masses of Coppers in this area and pick up some Shotgun Shells.

21. On the watery carousel pick up some Missiles, a Shriner Crystal, Atomic Health, Vitamin X and Pipe Bombs.

22. In a small knee high cupboard collect some Night Vision Goggles and activate a switch to reveal a Secret Place.

23. Inside collect two SMG Clips and some Pipe Bombs.

24. Shoot the vent and climb inside to collect some Laser Trip Bombs. There is a switch on the left hand side here that opens another Secret Place.

25. Jump out of the vent and run for the corner near the carousel. Inside this little area collect some

Dum-Dums and a monitor.

26. In the kitchen area kill the waiting Enforcers and then pick up some SMG Ammo, Medkit and some Armour from behind the door.

27. In the freezer you will find a Medkit and two Shotgun Shells.

28. Jump into the bath and dive down to find two Medkits. Surface and collect some Atomic health.

29. In the wine racks collect two Grenade packs.

30. Open the Red Access Door and follow the upwards slope. When you reach the top an explosion will open up the exit.

31. Climb into this room and dodge the flames and collect a Medkit. Finish off the Trooper and exit the level.

The enemies of the Blues Brothers are in town! "Don't you say a 'kin word...'"





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

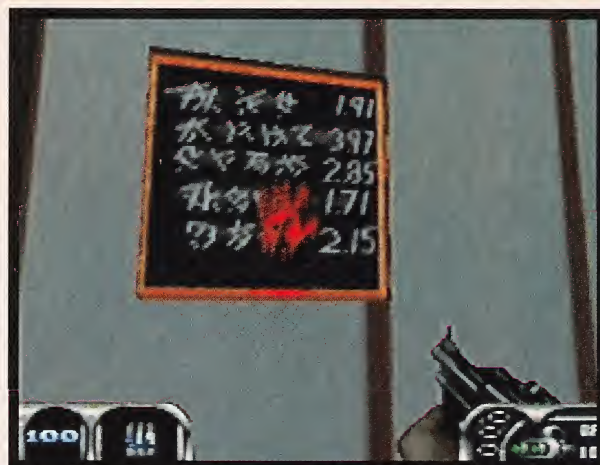
GT interactive
Eurocom

Game type:
Origin:

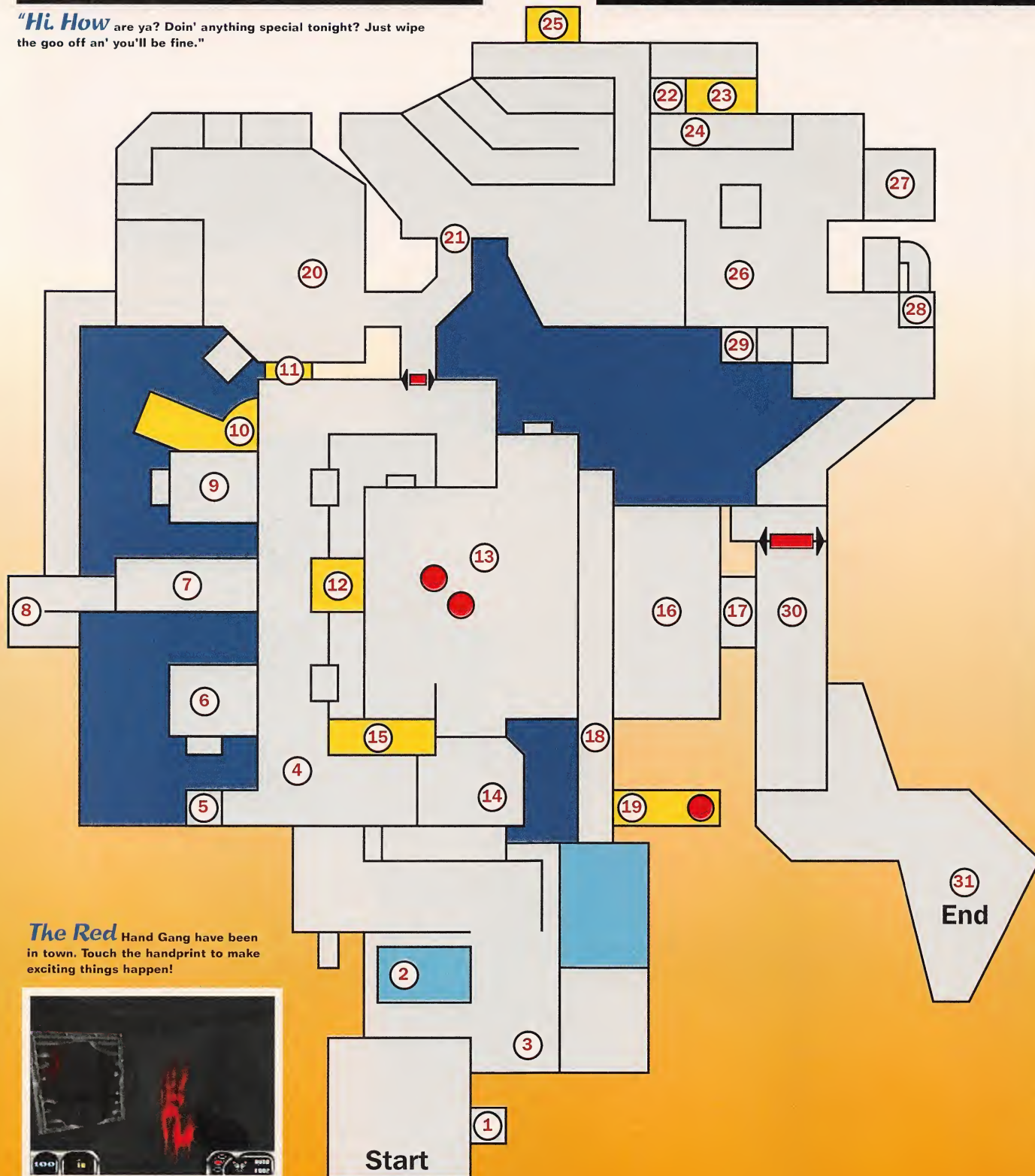
3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99



"Hi. How are ya? Doin' anything special tonight? Just wipe the goo off an' you'll be fine."



The Red Hand Gang have been in town. Touch the handprint to make exciting things happen!



BANK ROLL

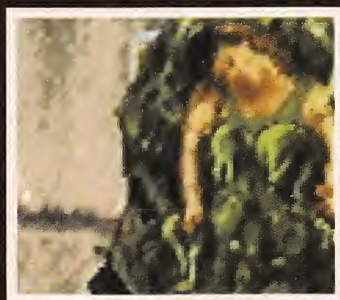
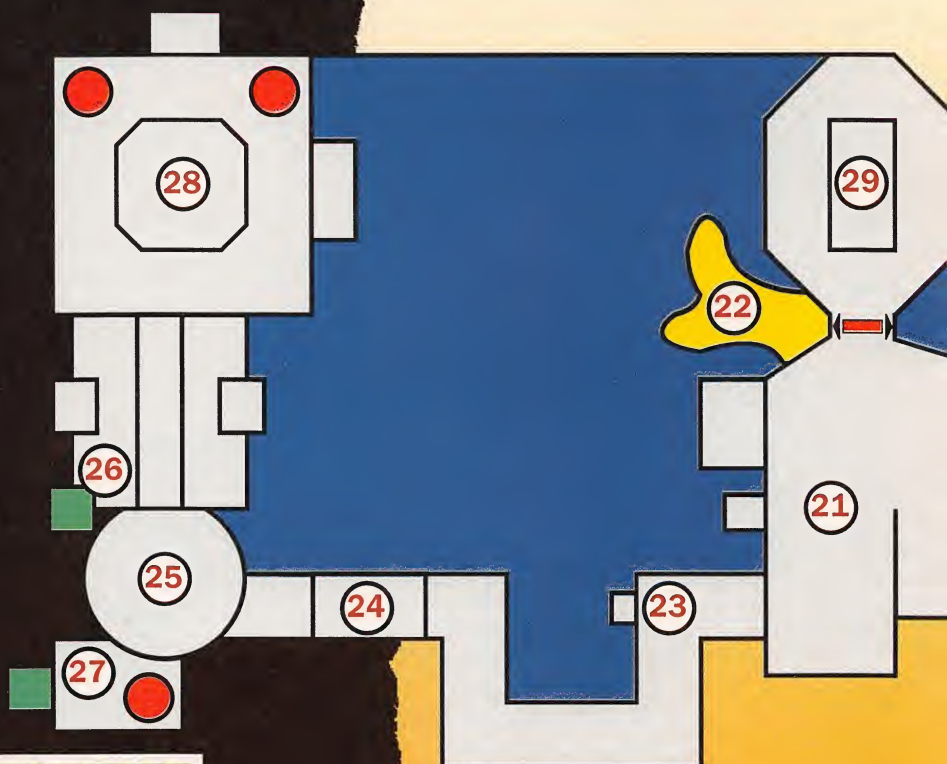
LEVEL NINETEEN

Brief Overview

- 1.** Dodge the flames and collect some Pipe Bombs.
- 2.** Drop onto the ledge and collect a Shotgun.
- 3.** Inside the skip you will find a Portable Medkit
- 4.** Exit the skip and search the rubbish. Inside the bins you will find some Vitamin X.
- 5.** Use the Jet Pack to fly onto the raised platform opposite. Rescue a Babe and collect two Shotgun Shells.
- 6.** Walk along the small ledge and collect a Grenade Launcher.
- 7.** Fly onto the ledge opposite and kill the approaching aliens. Pick up Atomic Health and Laser Trip Bombs.
- 8.** Jump to the ledge opposite and collect some Armour.
- 9.** Drop off the ledge and kill the waiting Coppers. In this large area you will find Pipe Bombs, Medkit, Pistol and a Plasma Pack.
- 10.** Collect Missiles and then open the cash machine to make a withdrawal.
- 11.** Jump inside this Secret Place and collect some SMG's.
- 12.** As you approach this door the window to your right will open and two Coppers will attack. Pick up the Pipe Bombs and jump through the window.
- 13.** In this room you will find SMG Ammo, Atomic Health and a Shrinker/Expander.
- 14.** Climb into the lift and rise to the next floor. Kill the Enforcers gathered here and pick up some Grenades, Vitamin X, and an Expander Crystal. The switch on the desk opens the bookcase panel and a Secret Place behind you. Pick up the Blue Access Card and head for the Secret.
- 15.** Collect a Missile Launcher here and now proceed to the Blue Access Door.
- 16.** Kill the Copper and pick up a Medkit here. Shoot the switch near the ceiling to open a Secret Panel.
- 17.** Behind you in this Secret Place collect a Holoduke.
- 18.** In this next room take out the Gun Turrets and then kill the aliens here. When the battle is over you will find a Shrinker Crystal, Medkit, Shotgun Shells and Armour.
- 19.** As you enter the next room more Coppers arrive from behind you. Collect a Medkit and then activate the switch on the desk.
- 20.** Open the panel behind the picture and collect two Medkits and a Jet Pack.



This secret compartment houses a Holoduke, ideal for confusing your enemies and creating an unbeatable alibi.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99

with the switches here to open the door to the left, but first blast open that cracked wall.

22. Inside this Secret Place you will discover some Atomic Health.

23. Follow this passage and enter the door at the end.

24. Kill the Sentry Drone here and open the next door.

25. In this small round room collect a Shotgun and activate the switch to open the door.

26. Shoot the four Gun Turrets then leap into the alcoves on either side of the bridge. Pick up some Pipe Bombs and Grenades here. Now drop off the bridge and collect the Pistol in the corner. Finally use the teleporter in the other corner to exit here.

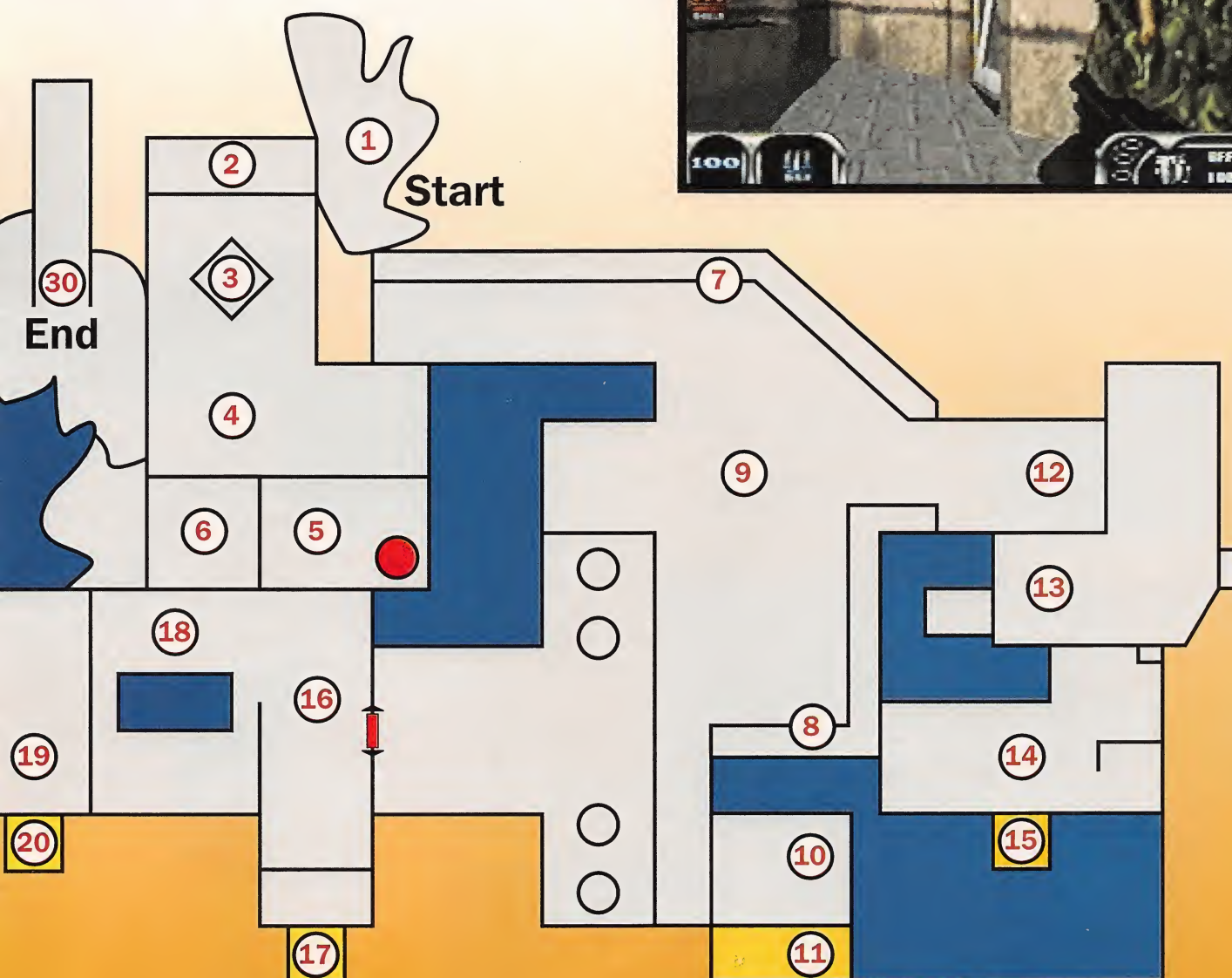
27. Rescue a Babe and pick up some Armour, Medkits, Shotgun Shells and Explosive Shells.

28. In this large room are two Babes in need of assistance. When you pick up the Red Access Card a side panel opens revealing a Trooper and a Medkit. Dive into the pool and discover a Jet Pack on the bottom. To exit this room shoot the switch near where you found the Access Card and run for the door.

29. Behind the Red Access Door a Mini-Battlelord and an Alien Beast are waiting. Shoot the canisters to blast your way through the wall.

30. Turn left and you will find a passage. Pick up the Portable Medkit and then punch the button to take you to the next level.

The sheets in the Costa Del Sol hotel left something to be desired.



FLOOD ZONE

LEVEL TWENTY

Brief Overview

1. In the panel behind you collect Scuba Gear and a Medkit. In the gap in the wall you can find a Grenade Launcher.

2. Kill the Octabrain and rescue the Babe on top of the falls.

3. Jump to the ledge on the right and pick up a Pistol and a Medkit.

4. Jump off the ledge and into the shark infested water below. There is a Plasma Pack hiding on the bottom and some Night Vision Goggles on the surface.

5. Swim into the underwater office on your left and dispose of the Octabrain waiting here.

6. Surface and collect a Portable Medkit in the corner.

7. Back outside, blast the cracked wall behind the seaweed. Swim into this area and collect some Scuba Gear, Missiles and SMG Ammo. Surface and kill the mass of Octabrain and Slimers on the ledge. In this Secret Place you will find a Pistol Clip, Missile Launcher, Medkit and Explosive Shotgun Shells.



8. Swim to the far end of the pool and you will discover a little passage. Swim in and pick up Grenades and an Atomic Health. Now surface and jump up the waterfall to a platform.

9. Kill the Troopers and collect a Pistol Clip and SMGs.

10. Rescue a Babe and pick up some Grenades.

11. Jump onto a small ledge and collect a Medkit.

12. Jump up again and discover some SMG Ammo.

13. Up again and again and you will collect the Blue Access Card.

14. Turn left and jump into the wall to discover a Secret Place. Inside pick up some Missiles and Heat Seeking Missiles.

15. Now jump the gap into a passage opposite this ledge and follow to the rooftop.

16. Kill all the Sentry Drones and collect some Shotgun Shells. Watch out for the Battlelord and Assault Commander attacking from the roof opposite.

17. Drop off the roof and onto the sign. Rescue a Babe and pick up some Atomic Health.

18. Dive into the water and collect a Plasma Pack and Armour from the bottom.

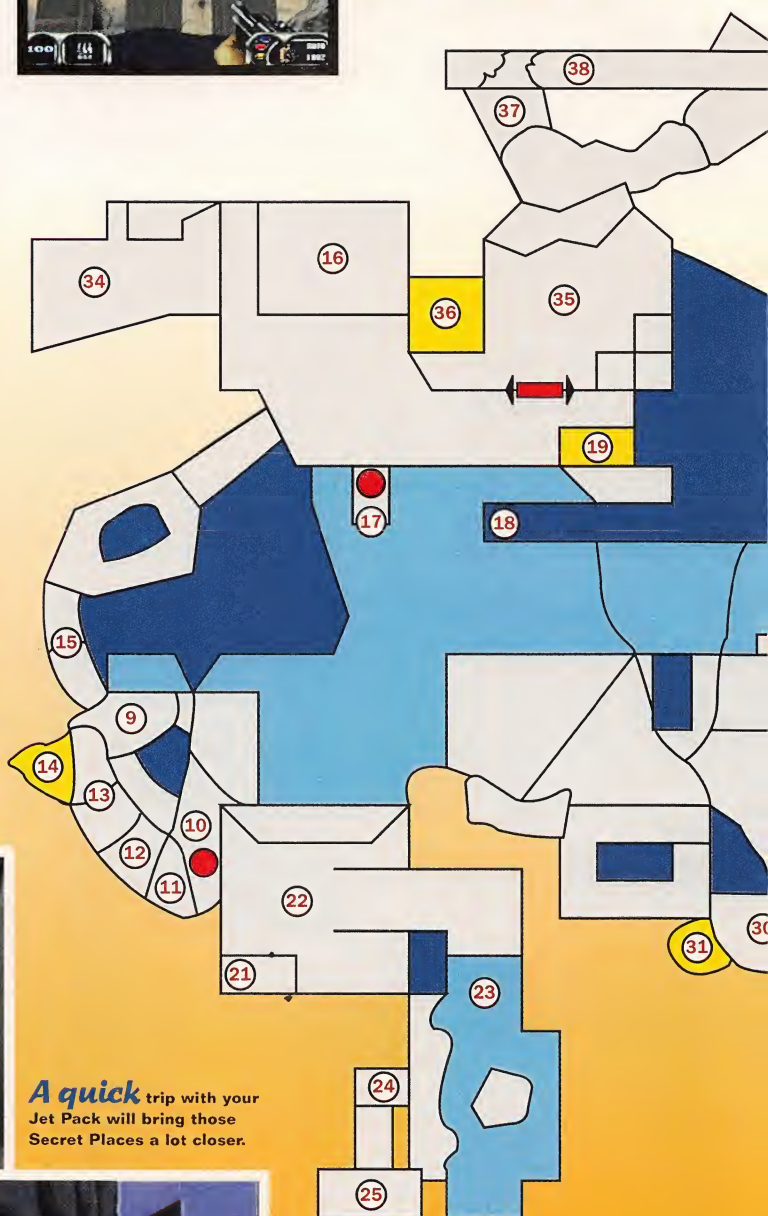
19. Use the Jetpack to fly up to a small ledge to your left. Near the SMGs is a window which opens to reveal another Secret Place. Inside collect some SMG Ammo and a Medkit.



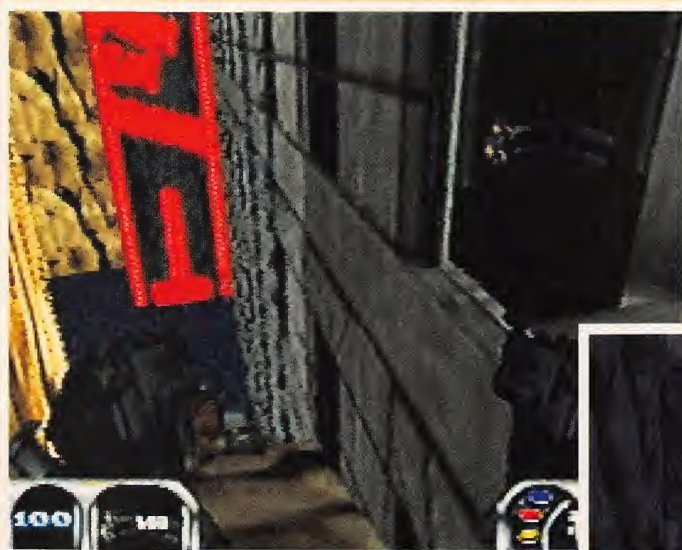
20. Through the Blue Access Door waits a swarm of Octabrain. When these enemies are dead collect the Portable Medkit, Scuba Gear, Missiles, Shotgun Shells and a Plasma Cannon.

21. On the left hand side of this room is a well concealed shaft. Climb in and rise to the surface here.

22. Kill the Octabrain and then



A quick trip with your Jet Pack will bring those Secret Places a lot closer.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99

search the room to find a Portable Medkit and some Shotgun Shells.

23. Now travel down the slope and enter another room. Dive into the pool and kill all the aliens.

24. Use your Night Vision Goggles to find a passage here. Then descend in the shaft to the bottom.

25. Collect a Pistol Clip and the Yellow Access Card. Now you must return to the underwater office near the start of the level.

26. Through the Yellow Access Door and proceed down the stairs and into a large room.

27. In this room kill the waiting Octabrains and collect Pipe

Bombs, Shotgun Shells, Laser Trip Bombs and a Holoduke. The switch by the door opens the exit and a small niche opposite.

28. Swim over to the niche and collect the Red Access Card.

29. Back through the Yellow Access Door and this time take the stairs upwards. At the top collect Pipe Bombs, SMG Ammo, Grenades, Missiles, and a Medkit.

30. Climb into the rock and pick up an Atomic Health.

31. The wall behind the Atomic Health rises to reveal a Secret Place. Inside collect a Jet Pack.

32. Jump from the rooftop into

the cave opposite. Rescue a Babe and pick up some Night Vision Goggles.

33. Jump back to the rooftop and search the ledge around the side. Collect an Atomic Health and a Shriner/Expander.

34. Now head for the roof with the Red Access Door. A cave is open on the left hand side containing some Assault Commanders. When these enemies are gone collect a Medkit, Grenades and some Heat Seeking Missiles.

35. Open the Red Access Door and kill the aliens waiting behind. Pick up some SMG Ammo and Shotgun Shells here.

36. Activate the Hard Hat Area switch to reveal a Secret Place on the left. Inside kill the Enforcer and collect two Medkits.

37. Jump into the water and head left. Pick up some Missiles and some Grenades here.

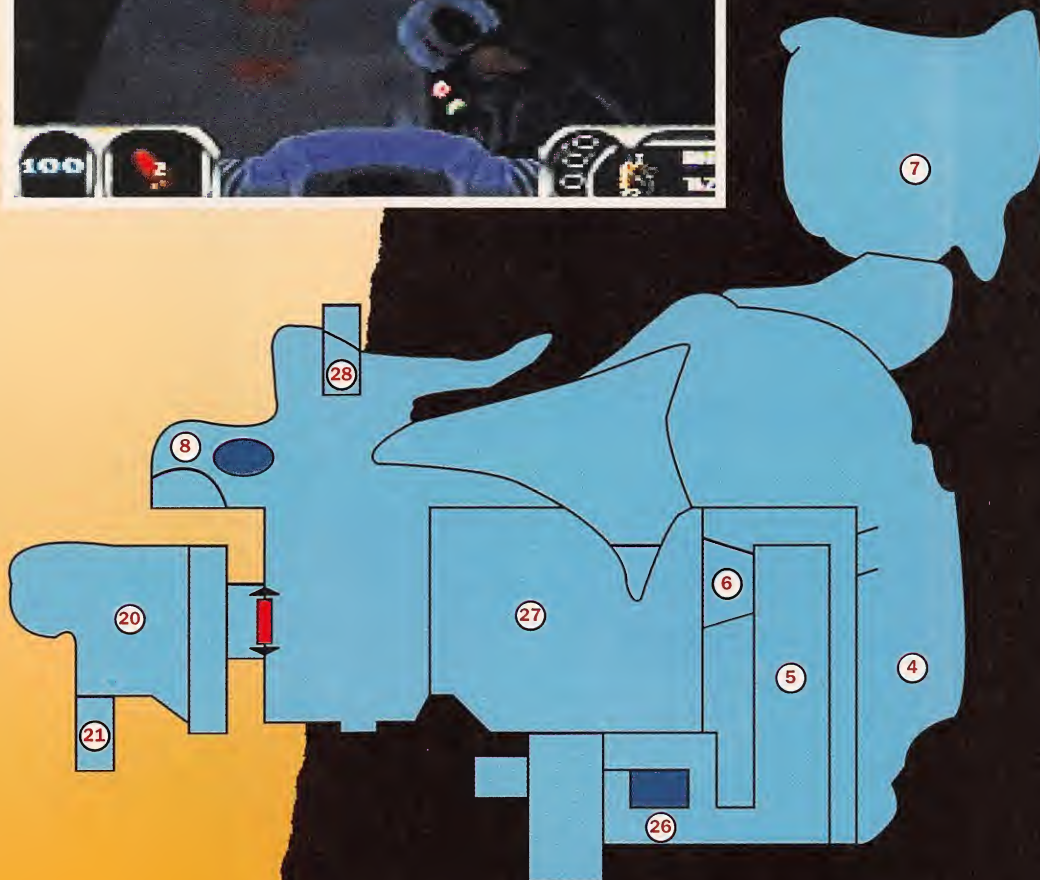
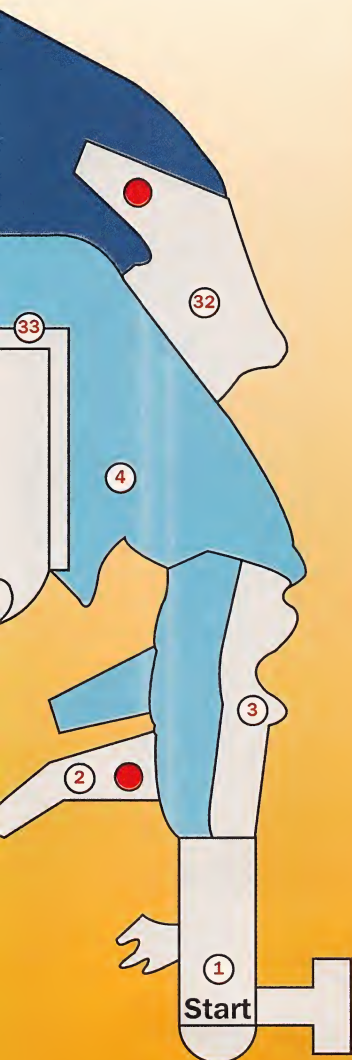
38. Enter the passage and proceed along it. Collect SMG Ammo and some Missiles.

39. Leap across the hole and rescue the Babe on the other side. There is also an Atomic Health here for you to pick up.

40. Jump down the hole and collect the Medkit from the pool at the bottom. Now surface and shoot the Gun Turret before finishing this level.



"I'm forever blowing bubbles... pretty bubbles in the, uh, sea..."



L.A. RUMBLE

LEVEL TWENTY ONE

Brief Overview

1. Pick up Shotgun Shells, Medkit and Pipe Bombs.

2. Jump through the wall, collect the Shotgun Shells and then blast the cracked wall on the right hand side.

3. Inside this Secret Place collect a Plasma Cannon.

4. Use the Jet Pack to fly up to a ledge on the left. Kill the Coppers and collect two Shotguns and two SMG Clips.

5. Follow the ledge and pick up Grenades, SMG Ammo, two Medkits and two Shotgun Shells.

6. Fly to the ledge opposite and pick up two Plasma Packs and a Portable Medkit.

7. Walk onto the lower ledge and then leap on top of the vents. Collect a Grenade Launcher, Grenades and a Medkit.

8. On the little ledge in the front pick up some Shotgun Shells.

9. Drop to the floor and collect some Grenades and a Medkit.

10. On the ledge near the Quake Site sign pick up some Armour and Laser Trip Bombs.

11. Use the sign post to jump onto the ledge in the corner. Here you will find a Plasma Cannon.

12. Drop off this ledge and collect a Pistol Clip, Medkit and Shotgun Shells.

13. Through the door and collect a Pistol.

14. In a small room to the right kill the Trooper and then collect some Night Vision Goggles and a Medkit.

15. In this next room pick up some Vitamin X and the Blue Access Card. Now blast the cracked wall ahead.

16. Near the sink on the left hand side activate a switch to reveal a hidden tunnel. Crawl into this Secret Place and follow to the cells.

17. Collect an Atomic Health and then follow this tunnel until you discover a red hand print switch. Activate this switch and step into a room on your right.

18. Pick up the Missile Launcher and then jump into a large room.

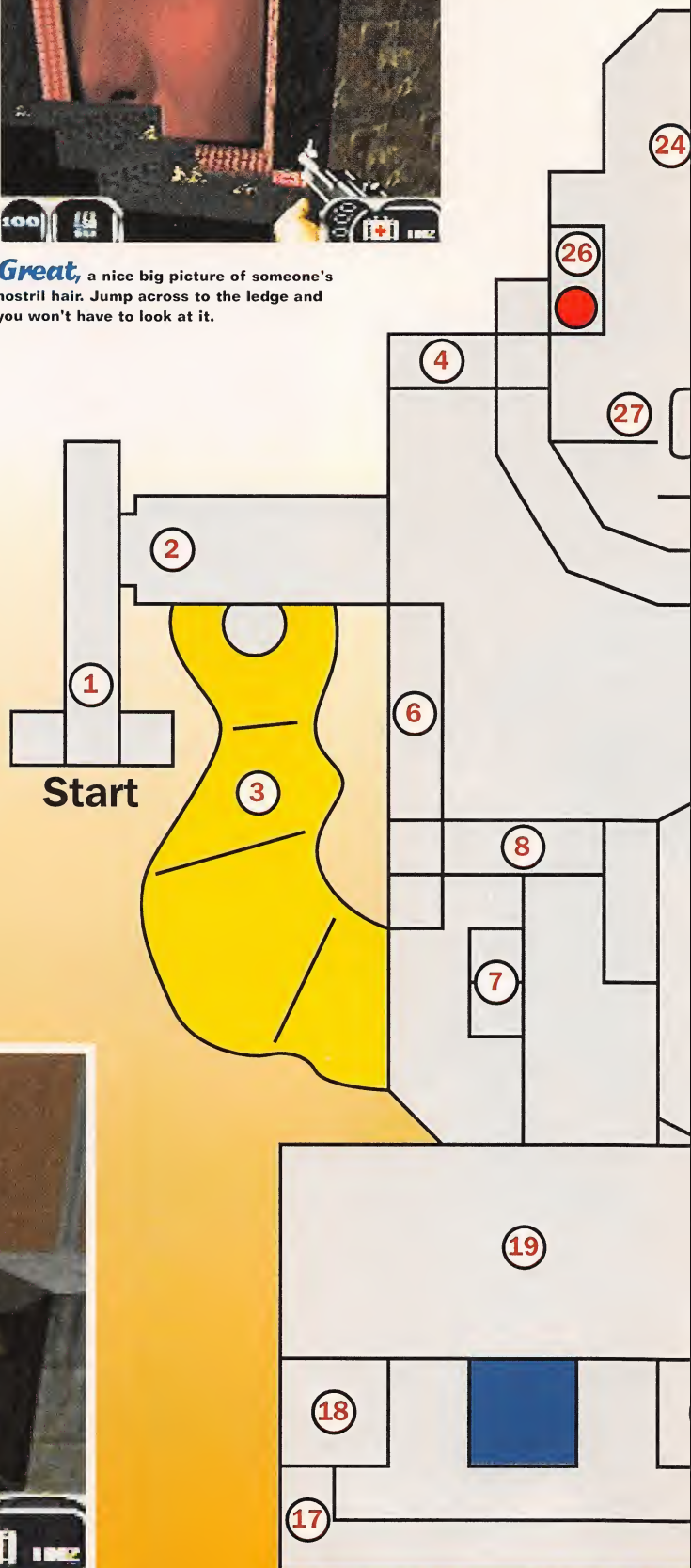
19. At the far end of this room, open the door and call the lift.

20. Climb in and rise to the floor above.

21. Collect two Missiles and the follow the passage to the rooftop. Kill the Troopers here and pick up two Pistol Clips and a Portable Medkit.



Great, a nice big picture of someone's nostril hair. Jump across to the ledge and you won't have to look at it.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin:

Released:
UK

Price:

Out now!
£59.99

22. Now you need to leap onto the ledge on the right. Stay where you are for a minute and kill all the aliens before you jump. Rescue the three Babes and pick up SMG Clips and a Shriner/Expander.

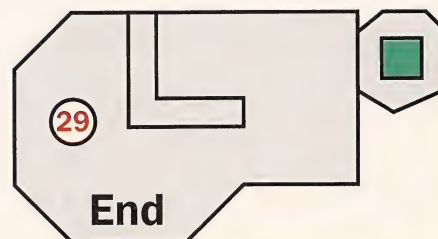
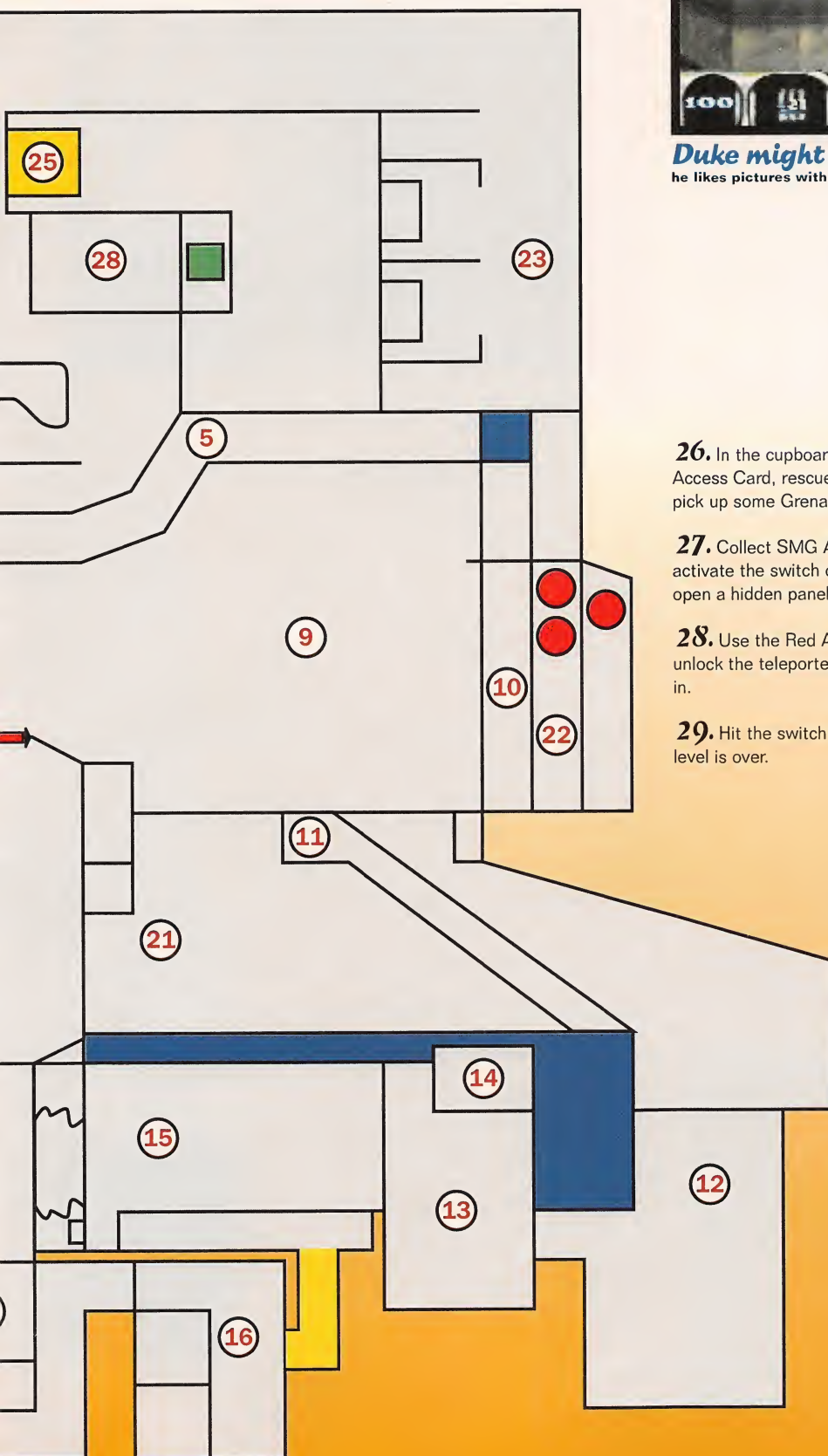
23. Now jump into the window to your left. Kill the Troopers and pick up a Shriner Crystal, Pistol Clip, Holoduke and a Medkit.

24. Walk up the stairs and kill the Copper waiting at the top. In the next room shoot the Gun Turret and then collect a Jet Pack, Medkit, Grenade Launcher, Missiles and the Red Access Card.

25. Behind the picture is a Secret Place containing some Heat Seeking Missiles.



Duke might not know much about art, but he knows what he likes. And he likes pictures with secret items behind!



26. In the cupboard near the Access Card, rescue a Babe and pick up some Grenades.

27. Collect SMG Ammo the activate the switch on the desk to open a hidden panel.

28. Use the Red Access Card to unlock the teleporter and then jump in.

29. Hit the switch here and this level is over.



Duke Nukem

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MOVIE SET

LEVEL TWENTY TWO

Brief Overview

1. Collect Medkit and Shotgun Shells.

2. As you pick up the Shotgun here, the window in front opens. Kill the Coppers and then climb in.

3. Activate a knee high switch between the two cash registers and then run around the corner. This is a timed switch that opens the Secret Place behind the snack machine.

4. Two more Coppers wait here. When they are dead, pick up a Pistol, Night Vision Goggles and the Blue Access Card.

5. Behind the snack machine are three Atomic Healths.

6. Forget the half open garage door for now. Turn around and head for the main area where several Sentry Drones and Assault Commanders are waiting. When the area is clear you can pick up a Pistol Clip, Missiles, Pipe Bombs and SMG Ammo.

7. In the garbage collect Shotgun Shells and a Medkit.

8. Now check the remains of the crashed chopper. Here you can find two Plasma Packs, two Medkits and some Vitamin X.

9. Near the Vitamin X, jump onto the wall and then leap onto the ledge by the big screen. On the far side of the screen is an opening to a Secret Place. Inside you will find an Atomic Health, Plasma Cannon and two Missiles.

10. Open the Blue Access Door and kill the aliens inside. Collect two Missiles from the ground and Atomic Health, Shells and a Medkit from on top of the crates.

11. Now it's on to the set. Kill the aliens here and collect Pipe Bombs, Pistol Clip, SMGs, Portable Medkit, Jetpack and the Yellow Access Card.

12. Hit the open button on the large white sign to open a hidden panel. Inside rescue three Babes

and pick up an Expander Crystal, Medkit and some Heat Seeking Missiles.

13. As you approach the crates hit the open button to raise a hidden panel in the crates. Jump inside this Secret Place and



Press the open button on this large white sign to open a secret door with three Babes inside.

14. Now open the Yellow Access Door and enter this room. Kill the Enforcers and collect SMG Ammo and an Atomic Health behind the fire extinguisher.

15. In the central area collect a Grenade Launcher, Shrinker Crystal, Medkit and the Red Access Card.

16. Jump towards the space shuttle and discover a Secret Place. Inside you will find a Jetpack and a Shrinker/Expander.

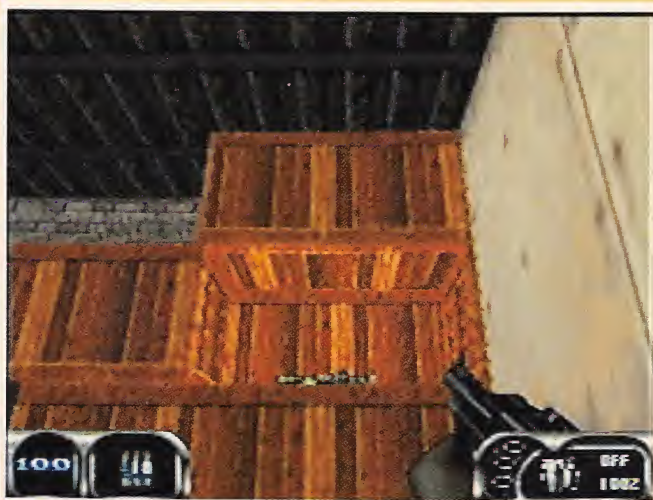
17. Use the Red Access Card to get into this small room. Pick up Laser Trip Bombs and Night Vision Goggles here, then activate the switch.

18. You have now opened the set at the end of the main area. Inside you will find SMGs, Armour, Medkit, Atomic Health and some Grenades.

19. Use the hand print switch to open a small tunnel in the far wall. two Aliens Beasts are waiting at the other end.

20. Enter this room and destroy the Slimers in the corner. In this room you will find some SMG Ammo and the entrance to a Secret Level.

21. As an alternative end to this level return to the half open garage door at the beginning of the level. Before you exit the level collect SMGs and a Portable Medkit.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



Duke Nukem

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RABID TRANSIT

LEVEL TWENTY THREE

Brief Overview

1. Walk down the stairs and collect a Shotgun and a Medkit.

2. Head through the turnstile and shoot the Gun Turret opposite. In this area you will find a Pistol Clip, Medkit, SMG Ammo, Shotgun Shells and some Night Vision Goggles.

3. Kill lots of Coppers in this passage.

4. In a small room on the left, a Medkit is hiding.

5. At the platform area to the left more Coppers are waiting for you. Finish them off and pick up the Laser Trip Bombs.

6. Walk alongside the train and use the broken wall to jump up onto a ledge.

7. Open the Riot Master poster and discover a Secret Place containing an Atomic Health.

8. Jump on top of the train and drop down inside. This Secret Place conceals Dum-Dums and a Jetpack.

9. Jump from the train roof to a passage on the right hand side. Kill the Coppers here and then walk down the stairs.

10. On the left is a small room containing a Portable Medkit.

11. In this large area you can pick up two Medkits, two Shotgun Shells and a Shotgun.

12. Behind the Lunar Apocalypse sign collect some SMGs.

13. Use the drinks machine to open a Secret Place to the right. Inside collect a Holoduke.

14. Jump on the train and collect a Grenade Launcher. Now travel to the platform at the other end.

15. When the train arrives at the other platform be ready for the Enforcers and pick up some Pipe Bombs and SMG Ammo.

16. In the toilets collect some Explosive Shotgun Shells.

17. In the pillar on the platform is a hidden panel. In this Secret Place you will find some Night Vision Goggles.

18. Blast the crack in the wall and jump through the hole. Pick up Vitamin X, Pistol, Medkit and the Blue Access Card.

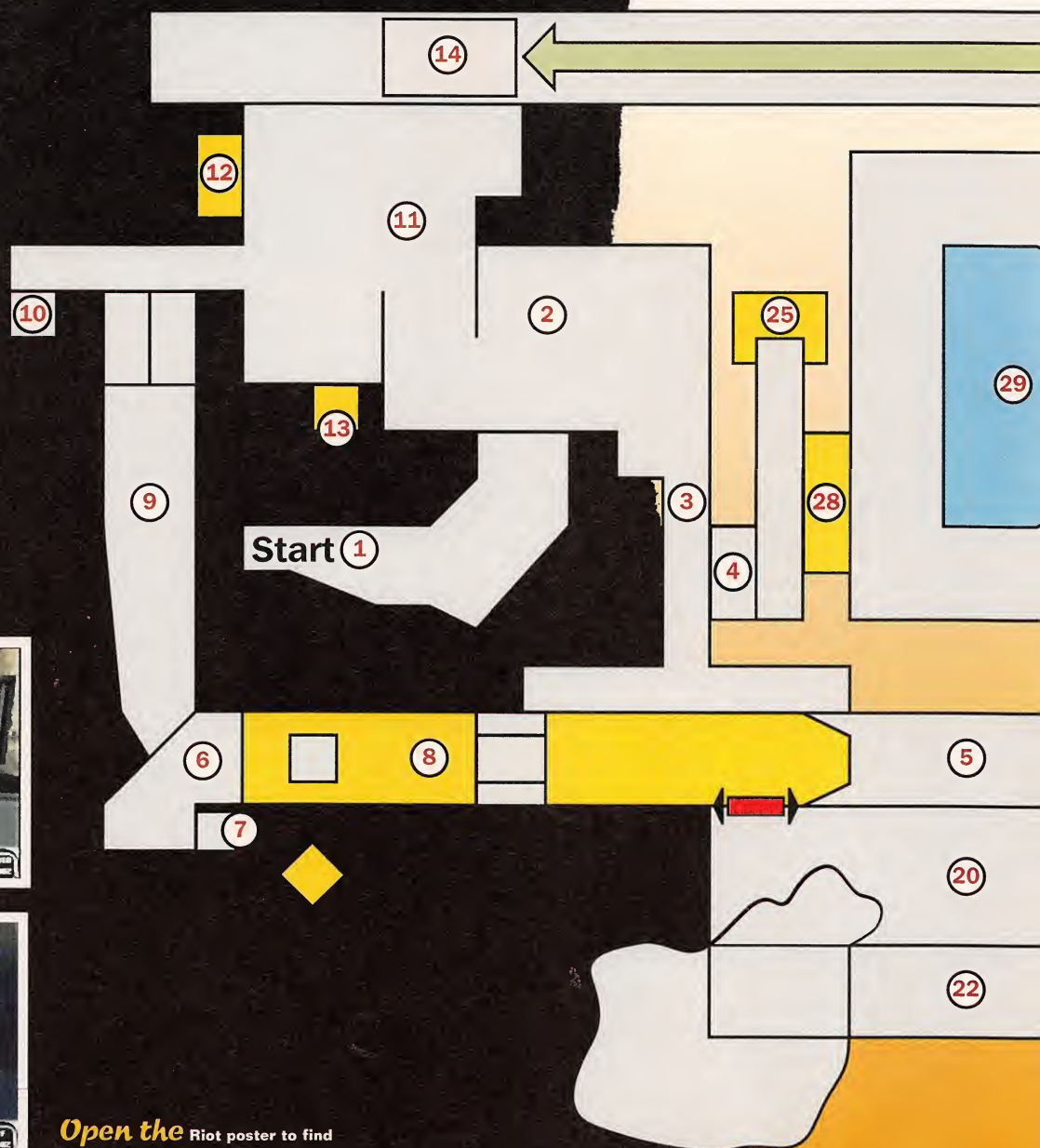
19. Opposite the station is a lit panel. Inside is a Plasma Cannon for you to collect.

20. Ride the train back and open the Blue Access Door. On the platform behind pick up a Shotgun, Armour and a Pistol.

21. Stand on the bin and hit the open button to uncover a Secret Place. Jump in and collect some Grenades.

22. Find some SMG Ammo in the bin and then shoot the canisters at the far end. An Alien Beast and a Battelord will attack you. Defend yourself then collect Atomic Health, Missiles and the Red Access Card.

23. At the bottom of the stairs a hidden panel raises to reveal another Secret Place. Collect two Plasma Packs and then activate the switch to uncover another hidden room.



Open the Riot poster to find this secret first.



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Eurocom

Game type:
Origin:

3-D Shoot-'em-up
UK

Released:
Price:

Out now!
£59.99

24. Rescue the three Babes and collect a Missile Launcher and some Grenades.

25. Now return to the luggage room and crawl through one of the windows. Open the locker at the far end and pick up some Armour. Now leave this Secret Place and return to the active train.

26. Do not board the train this time, but follow it down the tunnel. On the right hand side you will discover a passage full of Enforcers. Kill these aliens and pick up a Medkit and a Missile Launcher.

27. Kill the Assault Commanders and collect some Pipe Bombs and a Shriner Crystal. Rescue the Babe and then use the Jetpack to lift yourself onto the bookcases.

28. The bookcase on the left will

lower revealing a Secret Place behind. Inside you will find two Missiles and three Medkits.

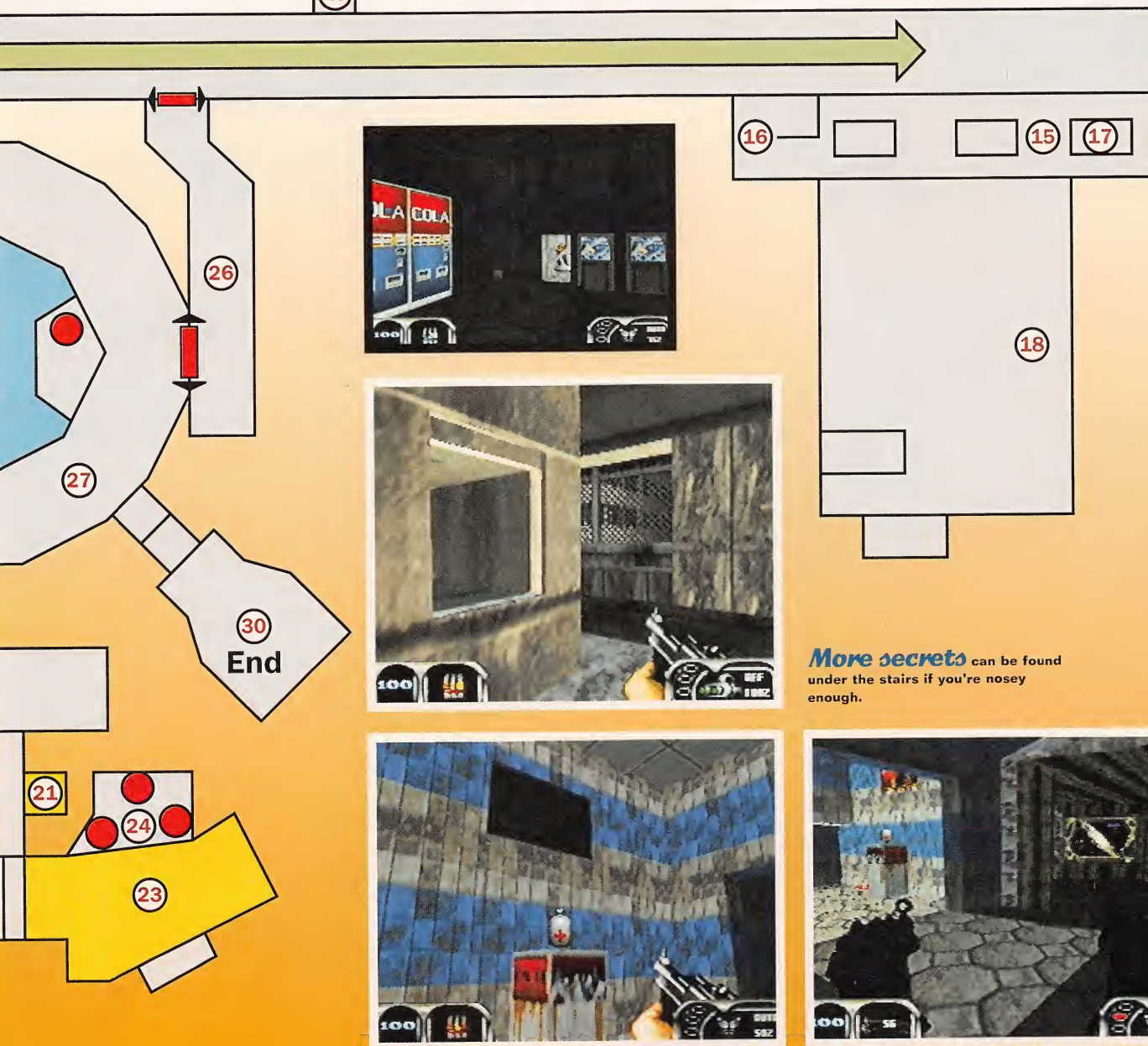
29. Dive into the pool and collect the Shriner/Expander from the bottom. Now find the underwater passage and follow it to the end.

30. In this final room collect two Medkits and then hit the switch to finish this level.



The bookcases (left) lower when pressed to reveal two Missiles and three Medkits.

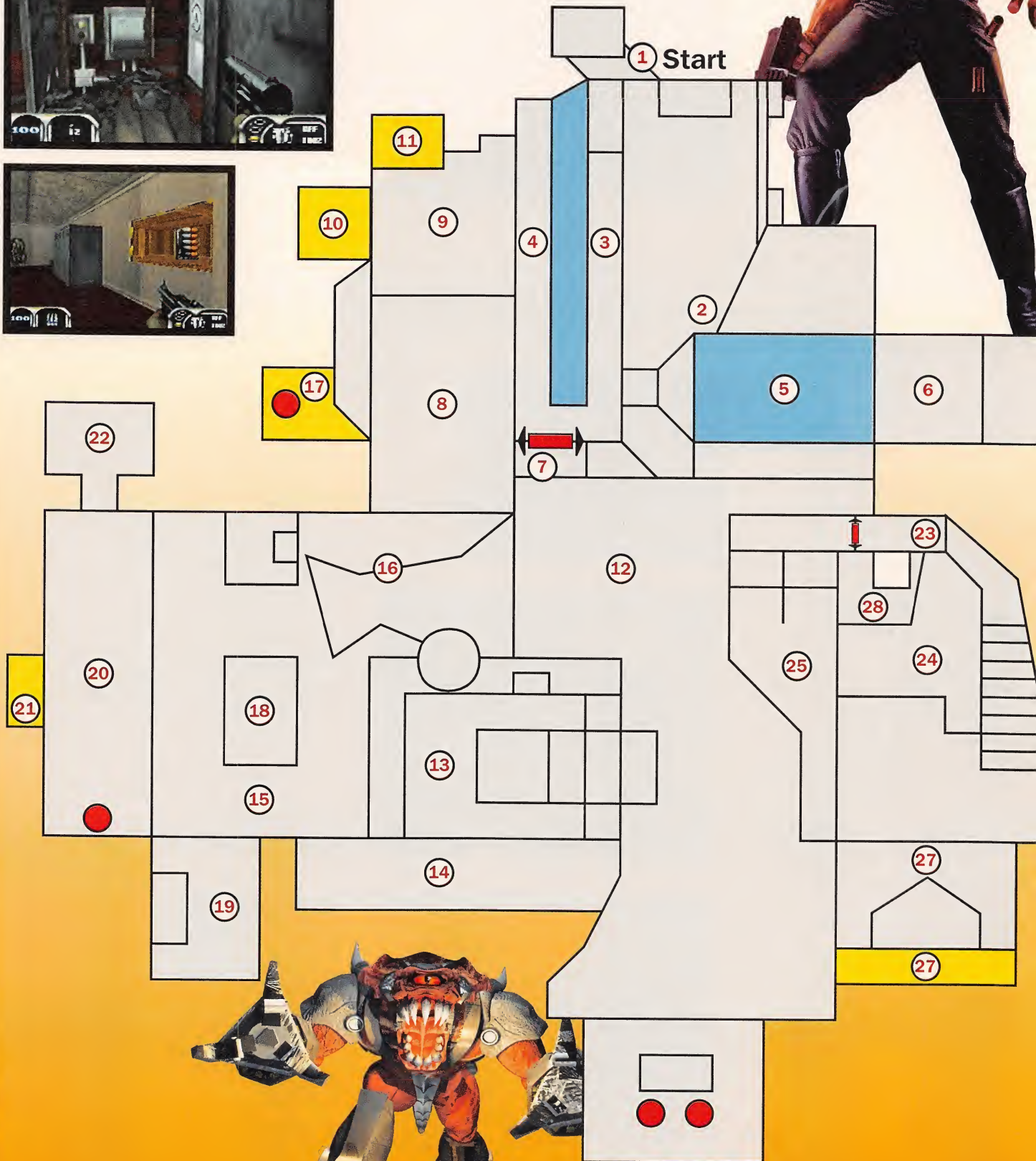
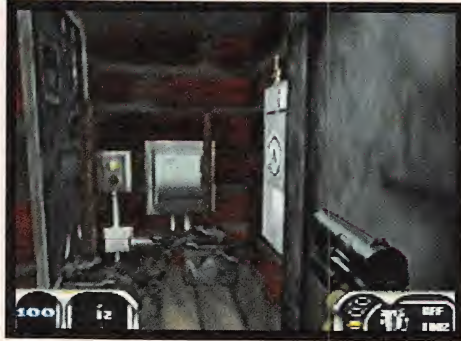
19



More secrets can be found under the stairs if you're nosey enough.

FAHRENHEIT

LEVEL TWENTY FOUR





Players
1-4



Cartridge
64Mb



Memory
Yep!

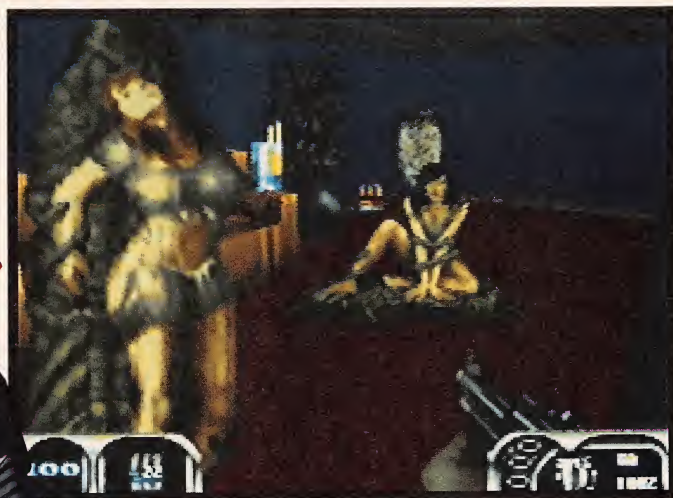
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99

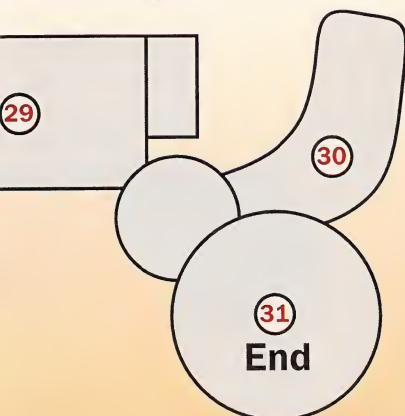


Shoot a gun turret and then use your jetpack to reach this room.

Brief Overview

1. Collect two Medkits and then walk outside.

2. Pick up a Pistol, SMG Ammo and two Medkits from around the corner.



3. In the bins, collect some Shotgun Shells.

4. On the ledge to the right you can pick up a Medkit, Shotgun, and Shotgun Shells.

5. Dive into the water and collect a Shotgun and a Shriner/Expander.

6. On the far left surface and pick up some Shotgun Shells, a Portable Medkit and the Blue Access Card.

7. Through the Blue Access Door and pick up some Armour.

8. Turn right into an area with lots of crates. Kill the Troopers and collect Pistol Clips and a Medkit. Jump up onto the crates and you will find some Missiles and an Atomic Health.

9. Jump from the crates into the window opposite. Kill the waiting

Coppers and find a Portable Medkit, Missiles and some Vitamin X.

10. Behind the picture is a Secret Place containing a Gun Turret and a Plasma Cannon.

11. Shoot the bottles on the shelves and then jump through to find a Secret Place on the other side. Here you can collect a Portable Medkit.

12. In this next area collect a Medkit and some Shotgun shells. Shoot the Gun Turret in the top left hand corner and then use your Jetpack to fly into a room in the right hand corner. There are two Babes to rescue here and some Explosive Shotgun Shells for you to pick up.

13. In the fire station you will find a Shotgun and a Portable Medkit. Jump on top of the truck to pick up a Holoduke and some Shotgun Shells. Now blast the cracked wall on the left hand side.

14. Collect three Shriner Crystals, Atomic Health and some Shotgun Shells.

15. In this corridor you will find a Shotgun and a Grenade Launcher.

16. There is a switch in a small room here to activate a Secret Place outside. Collect SMG Ammo and then activate the other switch to open the fireman's pole. Slide down the pole and pick up the Yellow Access Card.

17. Inside this Secret Place there is a Babe to rescue.

18. Kill the Troopers in the central room and pick up an Expander Crystal, Pistol Clip and a Medkit.

19. There are two Coppers to kill here.

20. In this long room there are lots of aliens to kill. When they are all dead you can collect a Shotgun, Pistol Clip, SMG Ammo and a Medkit. Before you leave save the Babe and search the poster on the wall.

21. Behind the wall chart between the two sets of lockers is a Secret Place. Jump in and collect some Heat Seeking Missiles.

22. Now shoot the vent and climb through. On the other side you will find some Dum-Dums and a Medkit.

23. Now open the Yellow Access Door and climb the stairs.

24. In the control room kill the Troopers and pick up a Missile Launcher and some Laser Trip Bombs.

25. The single door leads to the rooftop. Here you can collect a Shotgun and some Explosive Shotgun Shells.

26. Through the double doors is a large room with an Assault Commander. Kill him and collect some SMGs and SMG Ammo.

27. Walk through the red curtain to discover a Secret Place. Inside you will find two Plasma Packs and some Atomic Health.

28. Back to the control room and in the dark corner you will find a door. Behind this door is a small room containing the Red Access Card.

29. Open the Red Access Door and dive for cover. There are Enforcers everywhere and a Battlelord keeping them company. When you have defeated them collect a Grenade Launcher and some SMG Ammo.

30. Jump through the hole and pick up two Medkits.

31. Hit the switch and end this level.



Hey look – a picture. Better press it to reveal the secret area, hadn't you?



Duke Nukem

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HOTEL HELL

LEVEL TWENTY FIVE

1. Venture outside and collect two Medkits and shells.

2. Head around the corner and collect a Shotgun, Pistol, Pipebombs, SMG ammo and a Medkit.

3. Inside the skip you will find a portable Medkit and some SMGs.

4. Jump onto the ledge and collect SMG ammo and some Vitamin X.

5. Jump onto another ledge and pick up the Shotgun Shells and the Blue Access Card.

6. Open the Blue Access Door and follow the corridor.

7. Inside the toilets, collect three Medkits, a Grenade Launcher and some Explosive Shotgun Shells.

8. In the large room opposite, collect a Medkit, Shrinker Crystal and some Grenades.

9. Inside this room, collect Shells and a Pistol Clip. The switch in here opens a hidden panel with some Night Vision Goggles.

10. In this area, collect a Medkit and some Shells.

11. This room has plenty of aliens in it, so kill all of these and pick up the SMG ammo, Missile Launcher, Shotgun and the Yellow Access Card.

12. Use a jetpack to fly to the ledge on the right. Collect some Missiles, two Atomic Healths and

Kill off all the aliens in this room and the collect that lovely Rocket Launcher on the desk.

some Heat-Seeking Missiles.

13. Drop off the ledge and enter this area. Rescue the Babe and collect a Medkit, some SMG Ammo and some more Shells.

14. Open the Yellow Access Door and take the stairs to the top. Collect a Plasma Pack on the top flight.

15. Kill all the aliens and collect a Holoduke.

16. Behind the wine rack you will find some Explosive Shells.

17. Inside the fridges, collect four Medkits. Now open a hidden panel on the far wall.

18. Inside this secret place, collect a portable Medkit some scuba gear and Pipebombs. Throw a couple of Pipebombs in the pool, then dive in and pick up the Plasma Cannon.

19. Now enter a large area with a pool. Rescue the two Babes here and then dive into the pool.

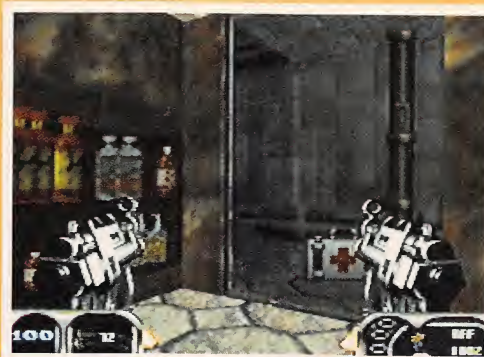
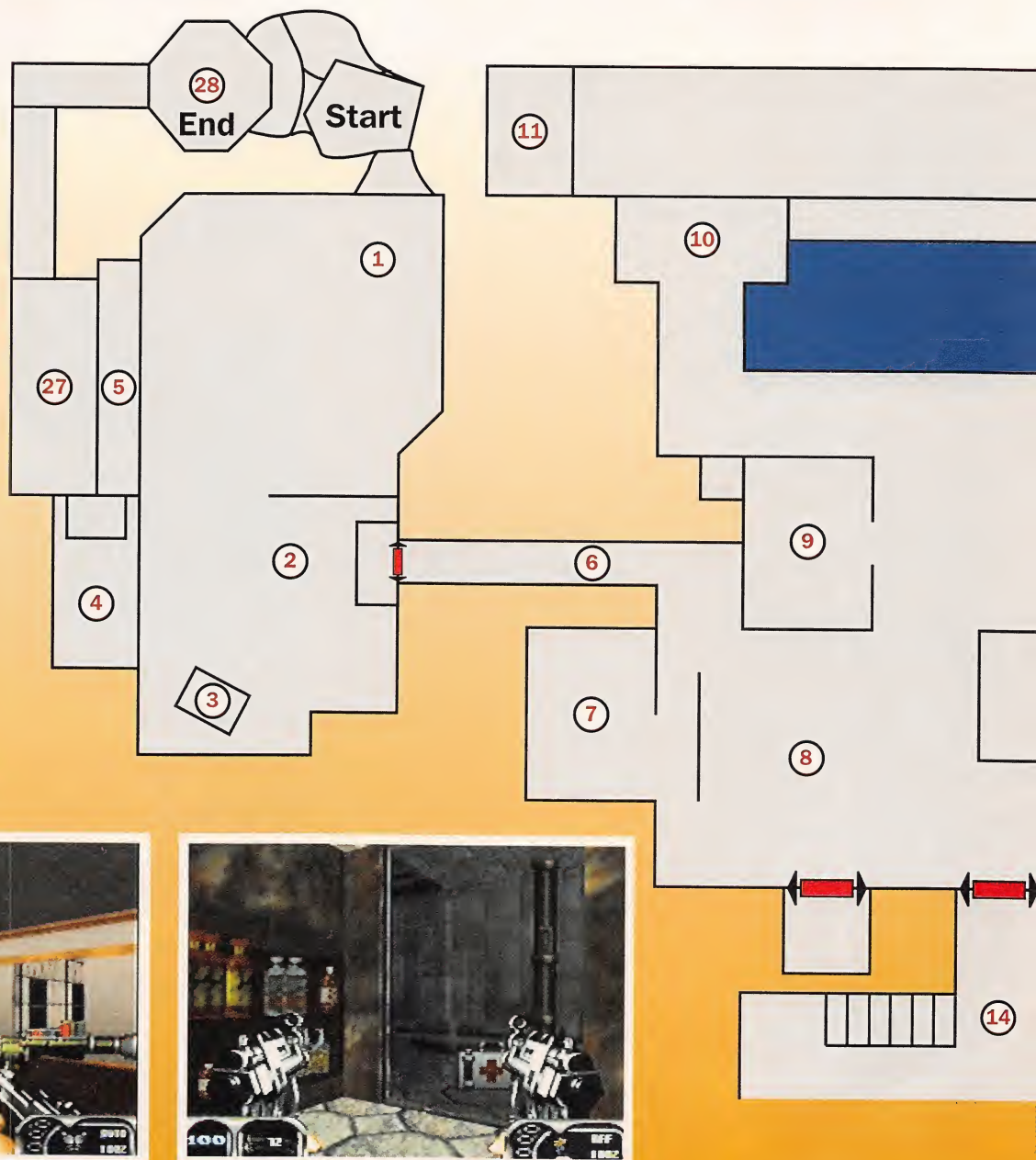
20. Kill the aliens and collect a Pistol Clip.

21. Jump into the waterfall and you will be transported to another area.

22. In this area, activate the hand print switch and then enter the cave. At the end of this secret place there are two Atomic Healths. When you collect them, the cave will collapse, so you'll have to run for it!

23. You will now find this entry point for the final secret level, but let's leave that for a minute.

24. Inside this room you will find a Medkit and some Grenades.





Players
1-4



Cartridge
64Mb



Memory
Yep!

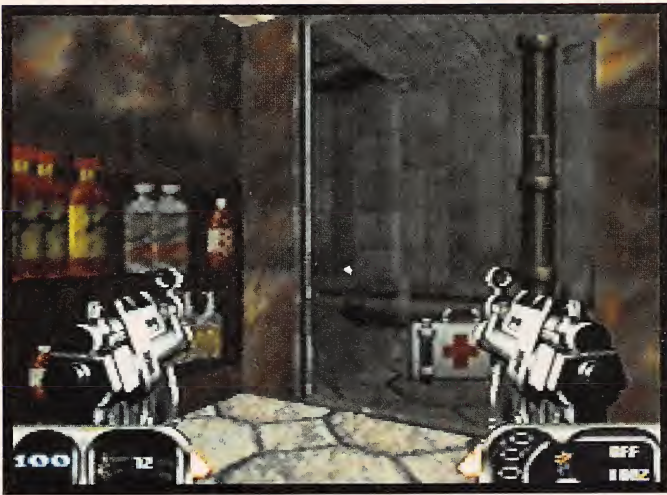
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



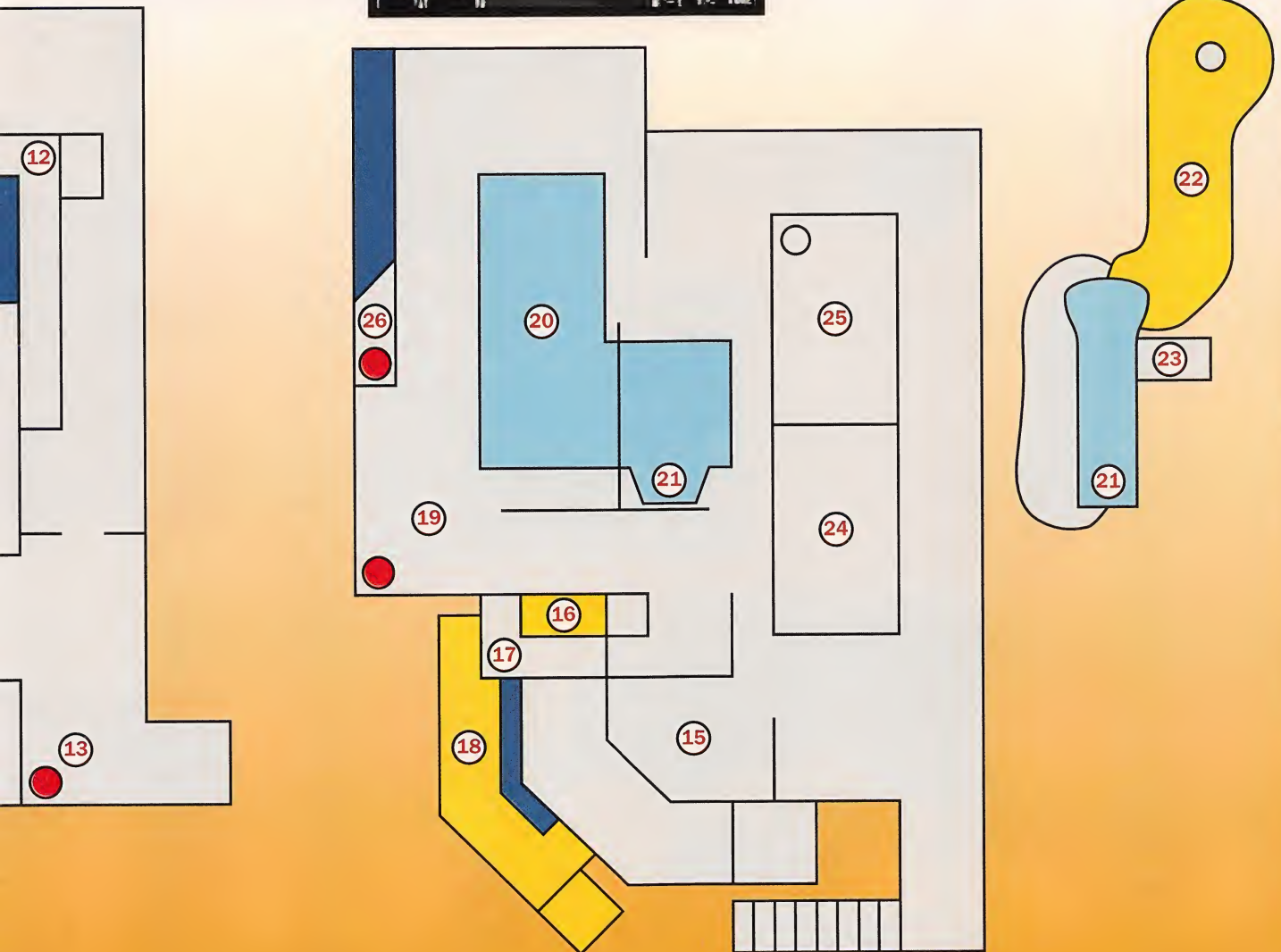
25. In this room, rescue the Babe and collect the Armour, Medkit and SMG ammo. Inside this vent you can collect a Shrinker/Expander.

26. Head back to the large pool and fly across the street into the window opposite.



27. Inside, collect some SMG ammo and climb into the vent.

28. In the final room, collect some Pipebombs and two Medkits. Hit the switch to end the level.



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STADIUM

LEVEL TWENTY SIX

Battle tips

The best way to defeat this monster alien is to keep fairly close to him. If you stray too far away he will start to use his Missile and Plasma attacks against you. Keep circling him and use your most powerful weapons. We suggest that the Plasma Cannon is a good weapon to start with and then Missiles and Grenades to finish him off.



Items litter the pitch and the stands. If you find yourself running low on heavy ammunition, take some Vitamin X and run for the sidelines. Dotted around this stadium you will be able to collect Medkits, Atomic Health, Grenades, Missiles, Heat Seeking Missiles and Plasma Packs.

Keep on the move and you should be able to dodge his powerful attacks. Keep on running and shooting and before long you will be performing your touchdown dance in the end zone. You never know, you may get to try for an extra point as well.

This is the centre of the field. If you are standing here, the boss could be anywhere!



Keep running around the pitch and grab all the bonuses around the outside.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



With the boss defeated, Duke gets to finally have his revenge and complete the game in typical gruesome style.



Wham! Duke boots the alien boss' eyeball clean out of its socket. Now time for a well deserved rest (or tackle the secret levels - Ed).



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Nukem

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FREEWAY

SECRET LEVEL

- 1.** Kill Octabrain and collect Shotgun and Shells.
- 2.** Turn around and blast the cracked wall behind you. Pick up Grenades and Atomic Health.
- 3.** At the end of the underwater passage collect a Grenade Launcher and then surface.
- 4.** On the ledge you will find Armour, Pistol Clips, Laser Trip Bombs and a Medkit.
- 5.** Jump out of the window and into the street. Turn left and kill all the Coppers in this area. You will be able to collect two Medkits, Missile Launcher, Shotgun Shells, and some Armour.
- 6.** In the corner you will find a Portable Medkit.
- 7.** Use a Jetpack to fly on to the wall and then drop down the other side. Rescue the two Babes and collect a Medkit.
- 8.** On the ledge on the other side you can pick up some Vitamin X and Missiles.
- 9.** Up the main slope on the other side collect Shotgun Shells and some Night Vision Goggles.
- 10.** On the left you will discover a small passage.
- 11.** An Overlord guards the other end of this passage so take care when you enter the street. In this area you can collect Shotgun Shells and a Portable Medkit.
- 12.** In the rubble to the right you will find Missiles and Explosive Shotgun Shells. In the corner is a Babe for you to rescue.
- 13.** Drop into this building and collect Shotgun Shells, Medkit and a Jetpack.
- 14.** Use the Jetpack to fly back out and into a window to the right. Kill all the Enforcers in this area and collect Shotgun Shells, Medkit, Pipe Bombs and the Blue Access Card.
- 15.** Behind the bookcase opposite

the drinks machine you will find a Secret Place. Inside you can pick up two Missiles.

16. Now blast the cracked door behind the point you found the Access Card. And walk into another Secret Place containing a Plasma Pack, SMGs and a Medkit.

17. Now search the other end of the street. There are two Babes to rescue and you will also find Pipe Bombs, Medkit and Shotgun Shells.

18. Behind the crashed car a Copper is waiting. Kill him and collect the SMG Ammo from inside the skip.

19. Jump onto the ledge and follow it around the corner.

20. Use the vents to leap across into the window opposite. Collect Atomic Health and Shotgun Shells.

21. Use the switch on the desk to open a Secret Place behind you. Inside you can collect some Pipe Bombs.

22. Follow the passage and blast the crack in the left hand wall.

23. Inside this Secret Place you will find two Pistol Clips, Heat Seeking Missiles and a Medkit.

24. Use a Jetpack to slowly descend in the elevator at the end. At the bottom in the watery passages a Babe is waiting for her hero.

25. Jetpack back up the lift shaft and open the door in the middle. In the large room here two Coppers are waiting. Rescue the Babe and collect some Shotgun Shells.

26. Open the Blue Access Door and ride the lift to a room with two conveyor belts.

27. In the next room collect Grenades and then activate the switch in the corner.

28. Kill the Enforcers here and then pick up a Medkit, Plasma Cannon and Red Access Card.

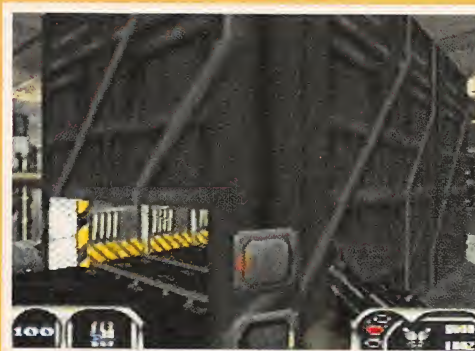
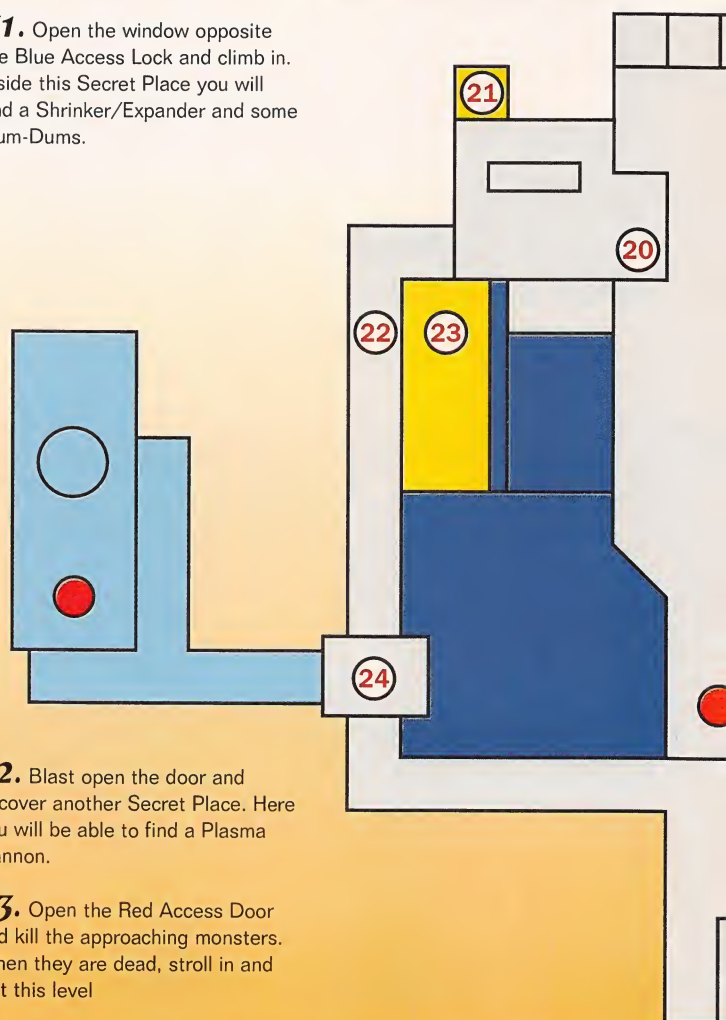
29. Activate the lower switch and then crawl into the gap. Here you can collect a Grenade Launcher and an Atomic Health.

30. Behind the black and yellow striped areas you will discover another Secret Place. Inside you can find some Armour and Pipe Bombs.

31. Open the window opposite the Blue Access Lock and climb in. Inside this Secret Place you will find a Shrinker/Expander and some Dum-Dums.

32. Blast open the door and uncover another Secret Place. Here you will be able to find a Plasma Cannon.

33. Open the Red Access Door and kill the approaching monsters. When they are dead, stroll in and exit this level





Players
1-4



Cartridge
64Mb



Memory
Yep!

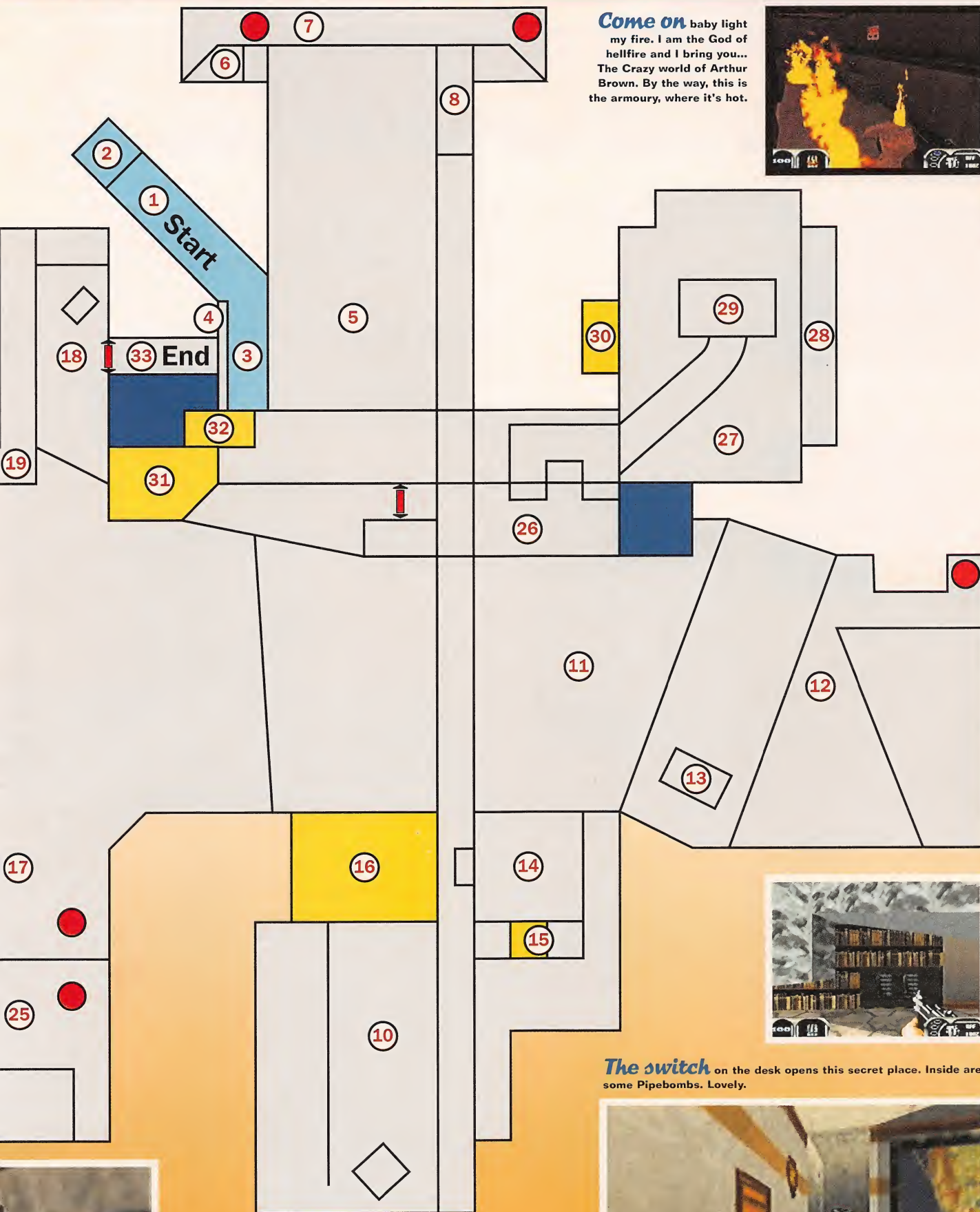
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



Come on baby light my fire. I am the God of hellfire and I bring you... The Crazy world of Arthur Brown. By the way, this is the armoury, where it's hot.



Duke Nukem

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The switch on the desk opens this secret place. Inside are some Pipebombs. Lovely.



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DUKE BURGER

SECRET LEVEL



Shoot this vent and climb in. And while you're there, pick up the Shotgun shells as well.



The entrance to this secret level is at the end of Level Two – Gun Crazy.

1. Shoot the gun turret in the top right hand corner and then blast the canisters below.

2. Jump into the lorry park below and kill the Troopers. Pick up the Pipebombs, Pistol and a Medkit.

3. Through the cracked wall, collect a Pistol Clip in the rubbish.

4. Jump through the flames and find a small set of stairs. Kill the Troopers and pick up a Medkit and a Shotgun.

5. Shoot the vent on the far wall and climb in; collecting some Shotgun Shells in this secret place.

6. Now shoot the other vent and climb through onto the street.

7. Outside, collect a Medkit and then search the main street. Look out for Flying Coppers in this area.

8. First, go left and discover a small sidestreet. At the end is a Babe who needs rescuing. You will also be able to pick up some Pistol Clips.

9. Inside the skip you will find a Medkit and some SMG Ammo.

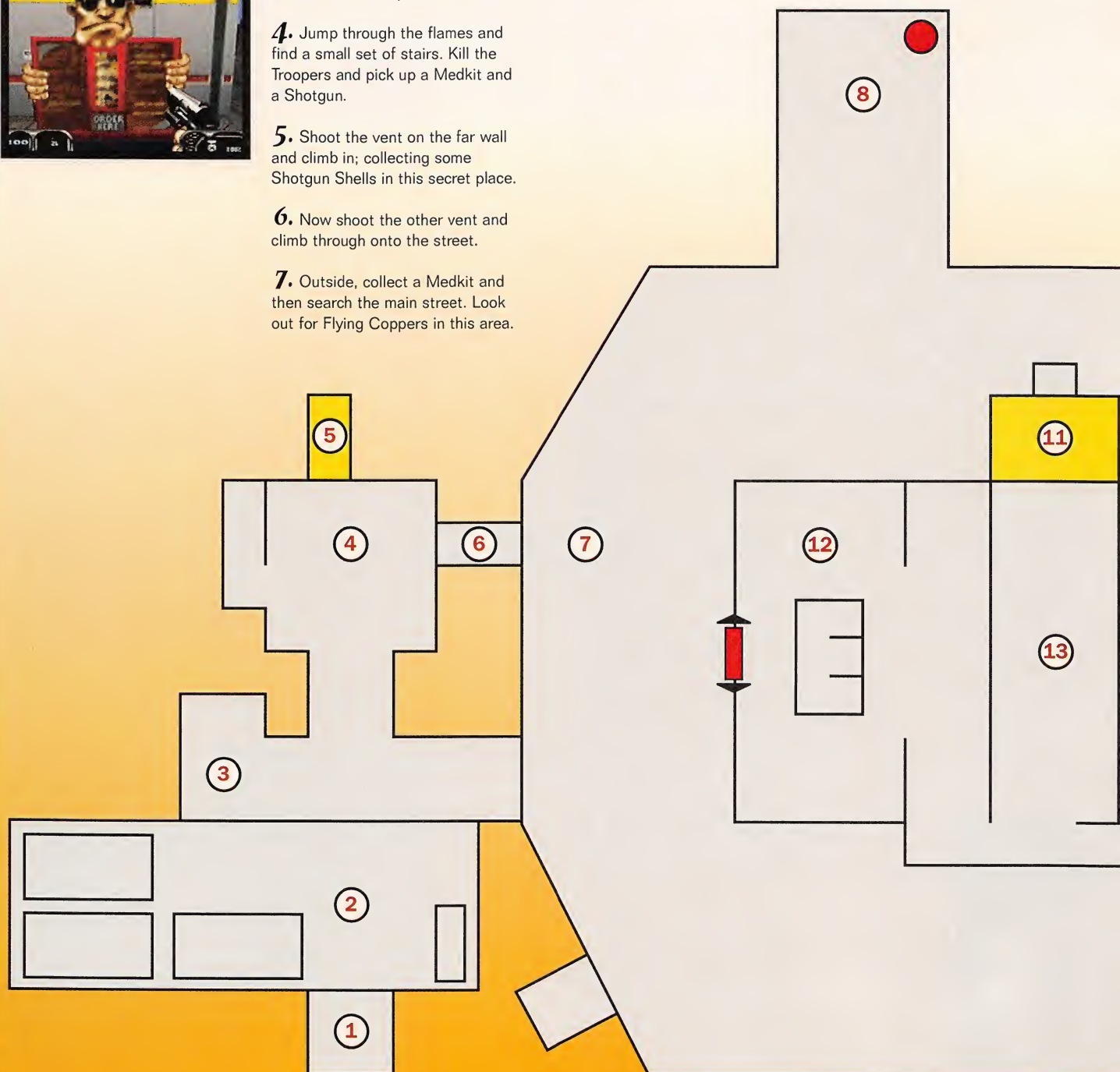
10. Place an order at the express kiosk, then jump up to find a Grenade Launcher and a Blue Access Card.

11. Use the grey duct to jump into a secret area. Collect the Portable Medkit, Pistol Clip and Pipebombs.

12. Open the Blue Access Door here and kill the waiting aliens. Collect three Medkits.

13. Behind the counter, collect the Pipebombs and Pistol Clips.

14. In the toilet, kill several





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

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Price:

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Troopers and pick up the Pistol Clip.

15. In the next toilet area, collect Pipebombs, then crawl through the vent.

16. Kill the Troopers and pick up some SMGs, two Medkits and some Armour.

17. Follow the corridor and enter a small office on the left. Kill the aliens and collect the Night Vision Goggles, Shotgun and the Red Access Card.

18. The switch behind the desk opens a small secret space on top of the crates. Inside you will find a Medkit and some Shotgun Shells.

19. Now go through the Red Access Door and collect the Pipebombs and a Medkit, then blast the vent on the right.

20. Inside, collect a Portable Medkit.

21. Jump on the conveyor belt and run for the other end. Kill a Copper and a Trooper here.

22. At the end, jump into a room on the left. There are no items here,



but there is a light switch next to the door which opens a secret place.

23. Inside this secret area, rescue a Babe.

24. Lots of Coppers to kill and some Grenades for you to pick up here.

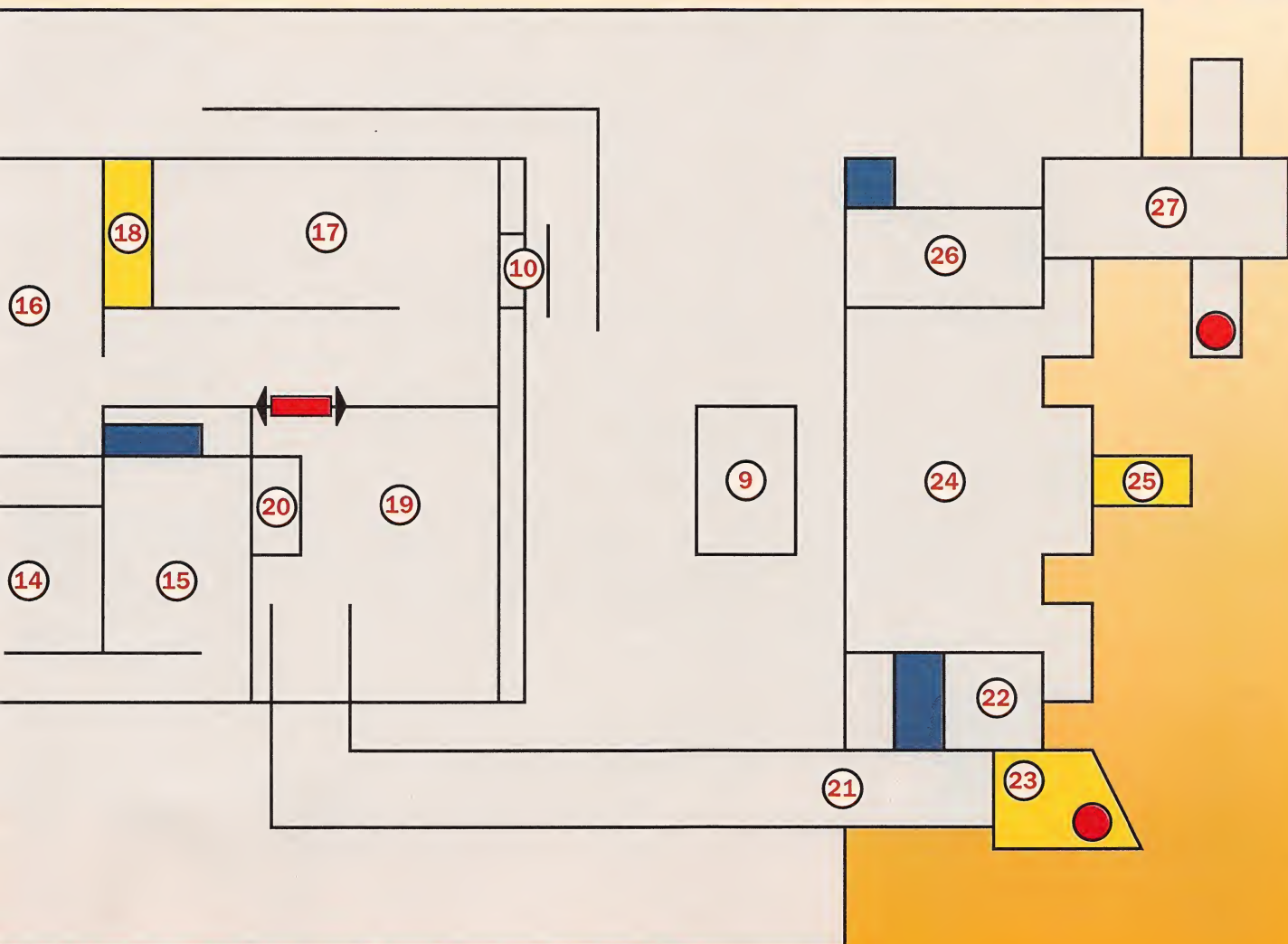
25. Behind the hanging meat is another secret place with some Pipebombs.

26. Head through into an office on the left and collect some Armour, SMGs and some SMG Ammo. Activate the switch behind the desk.

27. You will now be captured in this room. Before this happens, run into the alcove on the right and save the last Babe.



You need to press the switch behind the desk to open up this secret area. Which is nice.



AREA 51

SECRET LEVEL

To get to this level you must go through the right exit on Level 22 – The Movie Set (see map).

1. Pick up the Night Vision Goggles and the Pistol Clip.
2. Jump onto the truck and collect the Grenades.
3. Drop off and kill the swarms of Coppers. On the floor you will find two Medkits and two Pistol Clips.
4. In this area, collect some Pipebombs, a Medkit and some SMG Ammo.
5. Use the Jetpack to fly up to a ledge. In the secret place collect a Grenade Launcher.
6. Collect two Medkits, then jump onto the roof. Shoot the vent, then jump down through the hole.
7. Open the door and kill the

waiting Coppers in this room. You will now find some SMG Ammo and a Blue Access Card. Two small rooms now open on either side of the room. Collect some Pipebombs and two Medkits, and then jump in the teleporter.

8. Collect the Shotgun, then drop to the floor.

9. Open the Blue Access Door and kill all the aliens. You can pick up two Pistol Clips here and a Plasma Pack.

10. Jump behind the desk in the corner and activate the computer.

Now hurry – a secret door has opened.

11. Inside this door, collect a Portable Medkit.

12. Jump back behind the desk and follow the slope to the room at the bottom. Kill all the Troopers and pick up some Pistol Clips and a Holoduke.

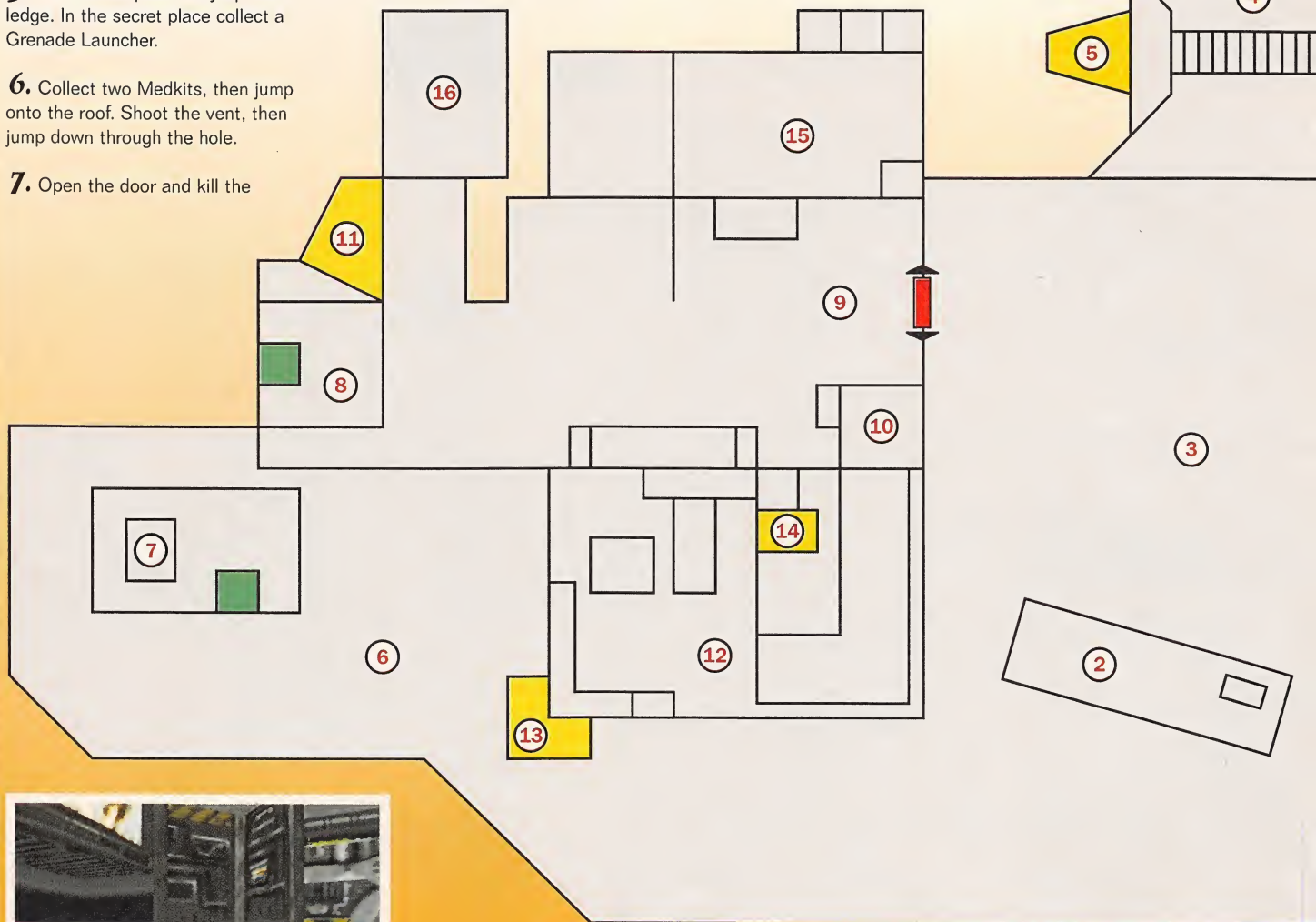
13. Behind the Holoduke is a secret place containing some Vitamin X.

14. The small square switch opens a secret place in the

monitors around the corner. Inside you will find an Atomic Health. This panel does not stay open very long, so you will have to run for it!

15. In this room, collect two Medkits and some Laser Trip Bombs.

16. Unlock the coded door by pressing the middle switch. Use the





Players
1-4



Cartridge
64Mb



Memory
Yep!

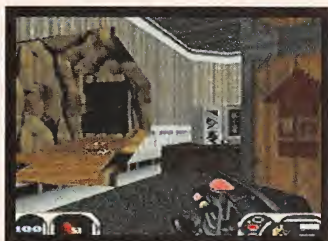
Publisher:
Developer:

GT interactive
Eurocom

Game type: 3-D Shoot-'em-up
Origin: UK

Released:
Price:

Out now!
£59.99



podium. First open Switch No. 1 and kill the alien beast behind.

18. In this room, kill the alien beasts and collect two Missiles and a Plasma Cannon. Activate the switch on the wall.



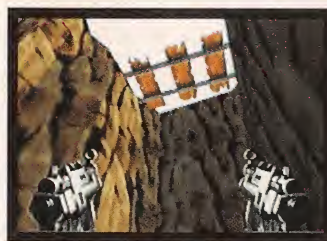
Jetpack to glide down to the bottom of the chamber. There is a Portable Medkit on the way down.

17. Kill all the aliens, then use the small lift to get to the central

19. Collect the Explosive Shotgun Shells from inside the pillar and the pick up the Red Access Card from inside the morgue shelves. Be prepared, because as you pick up the card, a small niche will open with two alien beasts and two Medkits.

20. Kill the aliens here and collect a Holoduke, Medkit, Shells, SMG Ammo and a Pipebomb. Now blast the cracked wall on the right.

21. In this secret place, collect some Pipebombs, two Medkits, and



in the pool, get two Expander Crystals.

22. Use the busted computer in the corner to open another secret place. Inside this, collect some Armour and Scuba Gear.

23. Enter the hall and use a Jetpack to fly up to the conveyor belt. Deactivate the machines and a teleporter will open.

24. In this secret place, rescue two Babes and collect an Atomic

Health and some Dum-Dums.

25. This room has some SMG Clips and two Medkits.

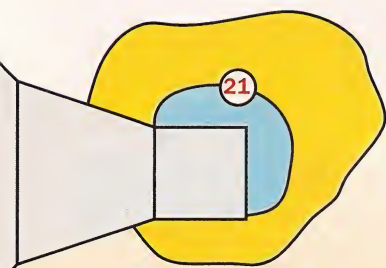
26. Open the Red Access Door and jump into the teleporter.

27. In this room, rescue two babes and collect some SMG Ammo, Shotgun and a Yellow Access Card.

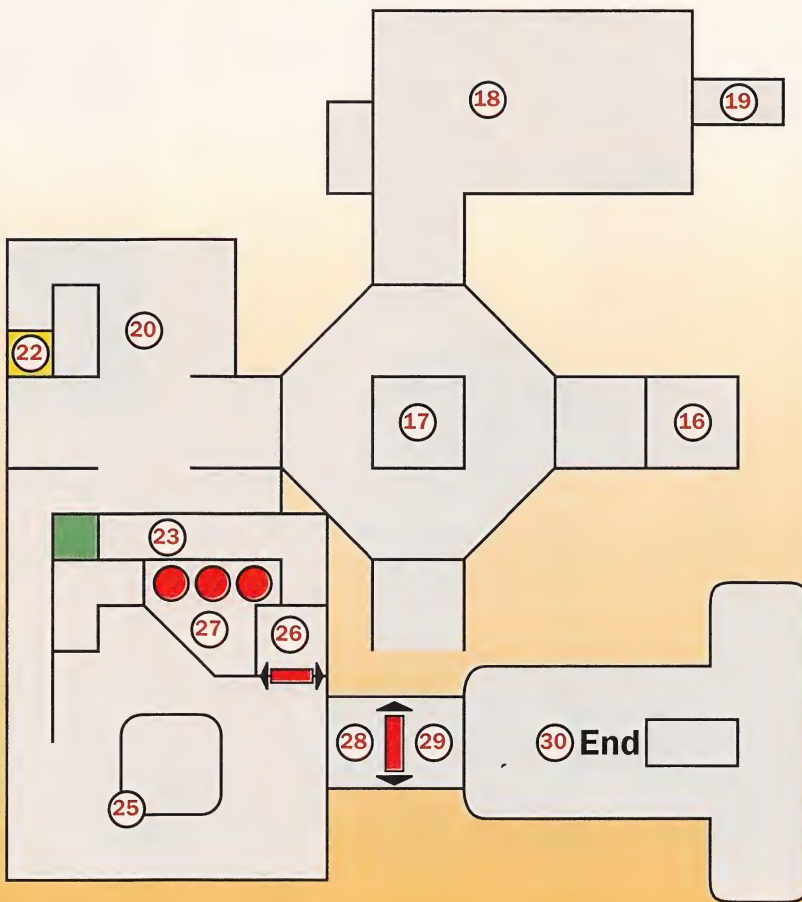
28. Open the Yellow Access Door and collect two missiles.

29. Ride the lift down and kill the Battlelord at the bottom.

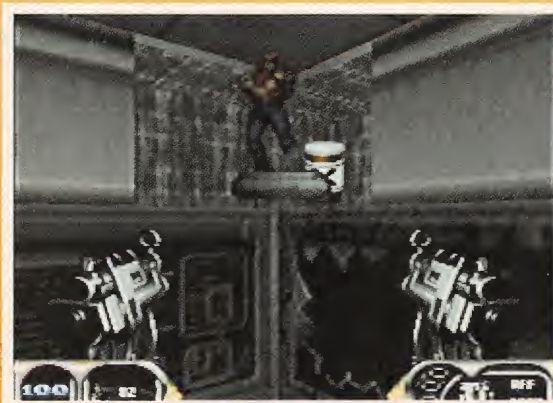
30. In this room, move the dial to access a coded panel. On the left, the combination is Green/ Green/ Red/ Green. On the right, it is Red/ Red/ Green/ Green. The level exit will now appear.



1
Start



Yes, you guessed it, it's a Holoduke, hidden in this secret area.



LUNATIC FRINGE

SECRET LEVEL

1. Collect two Missiles and rescue the two Babes either side of you. Activate the two switches here.

2. Walk around the outer ledge killing Troopers and Enforcers. You can pick up the Shrinker Crystal, Portable Medkit, Pipe Bombs, Shrinker/Expander, Holoduke, and SMG Ammo.

3. Near the large map rescue the two Babes and then activate the two switches. The doors to the middle section will now open and two Mini-Battlelords will appear.

4. Drop to the floor below and kill the aliens present. Collect the Grenades, Armour, Expander Crystal, Shotgun, SMG Ammo and Laser Trip Bombs.



5. Jump over the little gap into a small platform opposite. Pick up Grenade Launcher, SMGs, Shotgun Shells, Vitamin X and a Medkit. Now drop a few grenades on the Battlelords below and activate the switch to open the level exit.

6. Jump across the gap again and into a small room containing a Plasma Pack, Explosive Shotgun Shells, and two Atomic Healths.

7. Drop onto a small ledge and collect a Shrinker/Expander.

8. Back to the central point and jump left. In this little niche, collect Pipe Bombs.

9. In the niche opposite pick up some Atomic Health.

10. Now drop to the floor and clean up. Another Battlelord may now be present so take care of business and collect a Plasma Cannon and some Shotgun Shells.

11. Return to the start point and you will

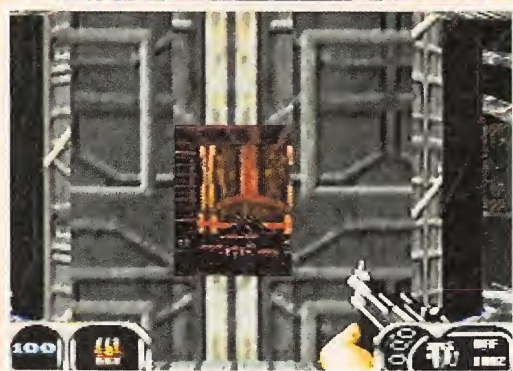


Use the central core to avoid the Battlebeasts and collect loads of essential power-ups and weapons.



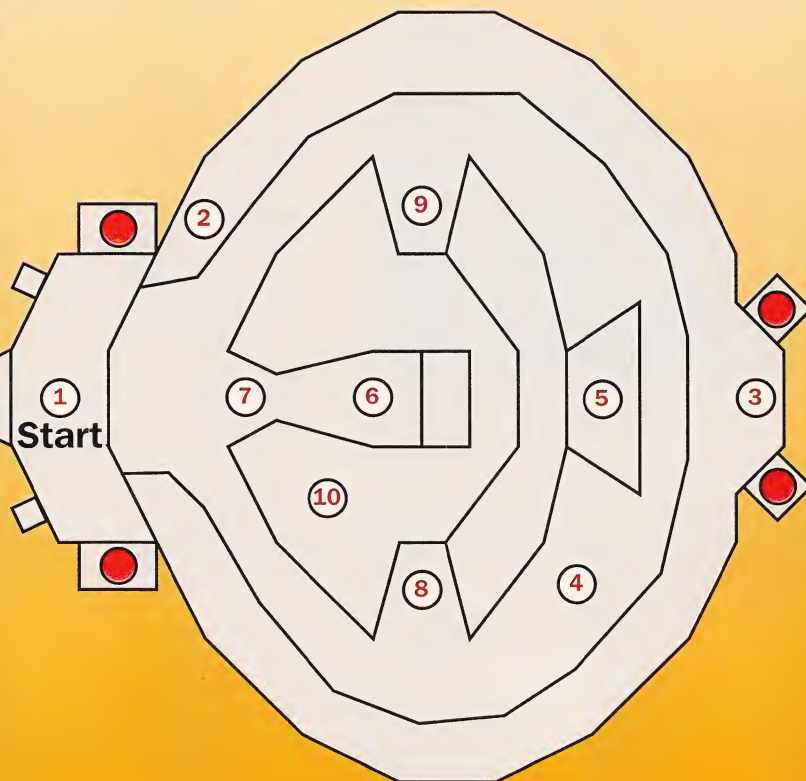
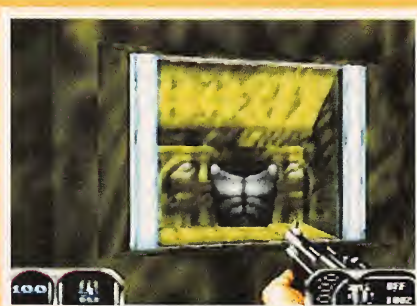
discover a small vent and a Shrinker. Drop to your knees and crawl to the end of the level.

You must use this shrinking ray to be able to fit through this last vent.



End

Start





ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

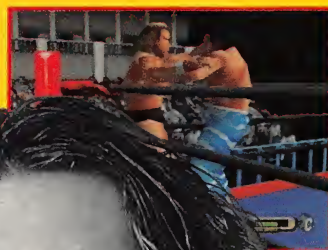
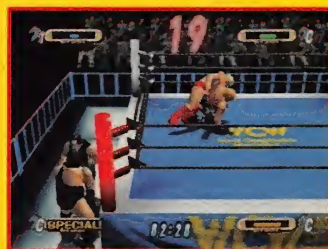
UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"

92% - TOTAL 64

"THE BEST BEAT-EM-UP SO FAR!"

85% - 64 MAGAZINE



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FIFA 98

62

FIFA '98

Here we go, here we go, here we go, ooh ahh! England are the best we all know! Yep, World Cup fever has started, and every soccer-loving punter wants nothing more than to see their country lifting the coveted cup. But exactly which are the best club and international teams in the world? Read on to find out.





Players
1-4



Cartridge
128M



Memory
Yep!

Publisher:
Developer:

EA
EA Sports

Game type:
Origin:

Sports
USA

Released:
Price:

Out now
£59.99

SOCCER SKILLS

What would a football guide be without an indepth steps to scoring plenty of goals. From the tasty Sheringham's Stinger to Ian Wright's behaviour?

The Nut!



1. Run into the box, shielding the ball from the defender.



2. Just as the keeper comes out, pass it through his legs.



3. The Ball rolls slowly over the line for a superb goal.

The Sprinter



1. Keep tapping the run button, heading into the box.

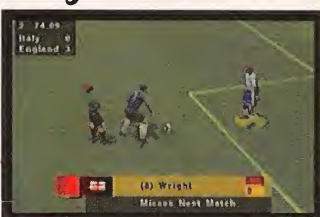


2. As the keeper closes in, shoot the ball past him.



3. The ball nestles nicely into the top right corner.

Wright Mess!



1. After a foolish sliding tackle into the keeper...

2. ...the ref sees fit to show Wrighty the Red Card.



3. As usual Ian Wright has a few things to say about that!

Sheri Stinger



1. Run back across the box, towards the half circle.



2. Pass the ball to a team-mate within the penalty box.



3. Come back across the box, and power the ball home.

Glory Days



1. The final whistle goes, and both teams walk off.



2. There's still time for the lads to wave to the fans.

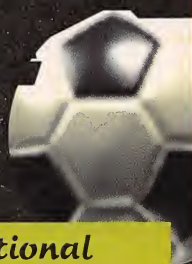


3. This is the kind of result we can expect in France '98.

Volume Three

RANKING

Have you ever wondered which league and international teams were better than others? No... Well, you're going to find out anyway! The team ratings range from 1 (crap) to 50 (sheer quality). Note: These are for the teams in the game and don't necessarily correlate to the real sides (Everton better than Leicester? I should think not! - Ed).



International Teams. Europe

Austria	40
Belarus	33
Belgium	41
Bulgaria	41
Croatia	41
Czech Republic	44
Denmark	44
England	50
France	50
Germany	50
Greece	31
Hungary	30
Italy	50
Netherlands	49
Norway	40
Poland	40
Portugal	45
Rep. Of Ireland	38
Romania	41
Russia	42
Scotland	39
Spain	50
Sweden	41
Switzerland	45
Yugoslavia	40

Rest Of The World

Argentina	45
Australia	33
Bolivia	34
Brazil	50
Cameroon	36
Canada	35
Chile	35
China	35
Colombia	49
Costa Rica	25
Egypt	36
El Salvador	33
Indonesia	35
Iran	37
Jamaica	31
Japan	37
Mexico	43
Morocco	34
Nigeria	40
Paraguay	35
Saudi Arabia	34
South Africa	35
South Korea	31
Uruguay	35
USA	38

German

1860 Munich	36
A Bielefeld	35
Bayern Munich	45
Bochum	35
Borussia MG	36
Dortmund	48
Duisburg	35
FC Koln	35
Hamburg	34
Hansa Rostock	34
Hertha BSC	34
Kaiserslautern	35
Karlsruhe	35
Leverkusen	35
Schalke	38
Stuttgart	38
Werder Bremen	40
Wolfsburg	35



Malaysian

Brunei	25
Johor	22
Kedah	22
Kelantan	21
Lumpur	21
Malacca	21
Negri Sembilan	19
Pahang	21
Penang	20
Perak	20
Perlis	22
Sabah	22
Sarawak	16
Selangor	16
Terengganu	21



French

Auxerre	41
Bastia	35
Bordeaux	38
Cannes	36
Chateauroux	31
FC Metz	39
Guingamp	39
Le Havre	35
Lyon	35
Marseille	40
Monaco	41
Montpellier	35
Nantes	35
Paris SG	43
RC Lens	35
Rennes	35
Strasbourg	36
Toulouse	30



Spanish

Athletico Madrid	46
Barcelona	49
Betis	36
Bilbao	38
Celtra	37
Compostela	35
Deportivo	42
Espanol	37
Gijon	33
Mallorca	32
Merida	36
Oviedo	35
Racing Santand.	34
Real Madrid	50
Real Sociedad	35
Real Zaragoza	36
Salamanca	31
Tenerife	36
Valencia	39
Valladolid	28



Scottish

Aberdeen	36
Celtic	39
Dundee United	34
Dunfermline	35
Hearts	30
Hibernian	34
Kilmarnock	33
Motherwell	31
Rangers	45
St Johnstone	31



Netherlands

Ajax	45
de Graafschap	26
FC Twente	32
FC Utrecht	31
FC Volendam	30
Feyenoord	35
Fortuna S.	29
Groningen	30
Heerenveen	31
MVV Maastricht	31
NAC Breda	30
NEC	31
PSV Eindhoven	36
RKC Waalwijk	30
Roda JC	34
Sparta	28
Vitesse	31
Willem II	31



Domestic English

Arsenal	45
Aston Villa	39
Barnsley	34
Blackburn	39
Bolton	35
Chelsea	45
Coventry	35
Crystal Palace	34
Derby County	39
Everton	36
Leeds United	36
Leicester City	35
Liverpool	46
Manchester United	47
Newcastle	46
Sheffield Wed.	37
Southampton	35
Tottenham Hotspur	45
West Ham United	35
Wimbledon	36



Swedish

AIK	31
Degerfors	30
Elfsborg	30
Goteborg	35
Halmstad	30
Helsingborg	30
Ljungskile	31
Malmo	31
Norrkoping	30
Orebro	30
Orgryte	30
Oster	31
Trelleborg	30
Vasteras	31



Brazilian

American-RJ	30
Athletico Mineiro	35
Bangu	31
Barreira	31
Botafoga	31
Corinthians	32
Coritiba	31
Criciuma	30
Cruzeiro	31
Flamengo	36
Fluminense	34
Gremio	30
International	30
Madureira	27
Palmeiras	33
Santo	31
Sao Paulo	35
Vasco Da Gama	35



USA

Atlanta	30
Boston	19
Charlotte	26
Chicago	30
Dallas	34
Detroit	37
Fort Lauderdale	31
Indianapolis	31
Los Angeles	34
Miami	36
Montreal	26
New Orleans	35
New York	40
Philadelphia	35
Pittsburgh	26
San Antonio	35
Seattle	21
St Louis	25
Toronto	44
Vancouver	29



Italian

AC Milan	50
Atalanta	35
Bari	31
Bologna	37
Brescia	34
Empoli	30
Fiorentina	41
Inter Milan	45
Juventus	46
Lazio	43
Lecce	34
Napoli	35
Parma	43
Piacenza	35
Roma	40
Sampdoria	38
Udinese	36
Vicenza	40



At A Glance.

Top 20 Club Teams

1. AC Milan, Italy (50)
2. Barcelona, Spain (48)
3. Dortmund, Germany (48)
4. Real Madrid, Spain (48)
5. Manchester United, England (47)
6. Newcastle, England (46)
7. Athletic Madrid, Spain (46)
8. Juventus, Italy (46)
9. Liverpool, England (46)
10. Arsenal, England (45)
11. Bayern Munich, Germany (45)
12. Ajax, Netherland (45)
13. Chelsea, England (45)
14. Rangers, Scotland (45)
15. Inter Milan, Italy (45)
16. Tottenham, England (45)
17. Lazio, Italy (44)
18. Paris SG, France (43)
19. Deportivo, Spain (43)
20. Parma, Italy (42)

Top 20 International Teams

1. Brazil (50)
2. England (50)
3. Germany (50)
4. France (50)
5. Italy (50)
6. Spain (50)
7. Netherlands (49)
8. Colombia (49)
9. Portugal (45)
10. Argentina (45)
11. Switzerland (45)
12. Denmark (44)
13. Czech Republic (44)
14. Mexico (43)
15. Russia (42)
16. Bulgaria (41)
17. Croatia (41)
18. Romania (41)
19. Belgium (41)
20. Sweden (41)

General Tip Bits

The key to every victory is the tactic's and strategies employed throughout the team.



Various levels can be adjusted from this management screen.

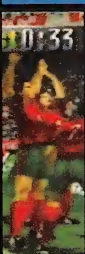


Formations often decide whether you win or lose.



With these top team tips you can become an accomplished FIFA '98 player - just like this young lad!





INTERNATIONAL SUPERSTAR SOCCER

*They think it's all over...
it is now, with this top
training guide to
the best football
game on the N64!*

ISS 64 & J-League

Note that this guide applies to both ISS 64 and the original Japanese version of the game, J League Perfect Striker. As the two versions play very similarly, the same tips and scoring techniques apply.

Players
1-4Cartridge
64MMemory
YesPublisher:
Developer:Konami
KonamiGame type:
Origin:Sports
JapanReleased:
Price:Out now!
£55

TOP 10 WAYS TO SCORE

1. Round Keeper (aka 'the squiggle')

Using the through-ball, one-two or a long chip, you can often get the ball to your striker who's then one-on-one with the keeper. Even with the latter set to the highest skill level, the correct technique will often produce a goal. Run straight towards the keeper then, as soon as you see him rush out, change your direction to run diagonally past him and then slot it into the empty net. It's easier to do on the Japanese version, as the goalie is keener to dive.



Run towards the keeper in order to start this goal-scoring technique...



...Then change direction as he comes out and slot the ball into the empty net.



2. Rebound (aka 'pinball')

It's not the prettiest way to score, but one of the most sure-fire methods of hitting the back of the net. The ploy is to shoot at goal from the edge of the box, even if a defender's standing in the way. Although he'll block the shot, the keeper will dive for it anyway, leaving an empty goal. Now all you have to do is quickly get on the end of the rebound and hammer it in. Note that you can even do this from incredibly acute angles, so just shoot as soon as possible.



3. Power Shot

There's nothing quite so satisfying as powering it into the back of the net past with a sizzling shot. However, you need to be near the edge of the penalty area to stand a chance of scoring – long-range pot-shots

aren't very effective in this game. The best method is to suddenly dash sideways to get away from the defender marking you, then hold down the shoot button and a diagonal direction to aim your shot into one of the corners.



4. Direct Corner

If you can judge your aftertouch precisely, this can be a real sickener for the opponent. Make sure the corner taken is set for an in-swing, then aim the shot a couple of notches out from parallel with the goal-line. Hit it with maximum power, then apply aftertouch in the direction of where the corner was taken as it enters the penalty area (or just after the kick in the Japanese game).

Get it just right and it'll curl straight into the net!



5. Corner Header

Aim your arrow parallel to the goal-line and hold the chip button (medium power is usually best) to cross the ball into the six-yard area (you can add optional aftertouch to swing it out a bit). Immediately move your striker towards the ball, pressing shoot just before it arrives to rise above the defenders and head it into the net.

A variation on this method is to pass the corner kick to the attacker by the near post for an instant shot.



6. Free Kick Shot

To score straight from the kick, you need to be reasonably near the edge of the box. Don't worry about the wall, just aim your arrow straight towards the opposite corner from where the keeper's standing and shoot. Optional aftertouch can be applied to help it dip and curl in. The real key is getting just the right amount of power – too high and the ball will sail over the crossbar; too low and it'll slam into the wall (particularly on the UK version).



7. Free Kick Chip/Pass

If you're not near enough for a shot, you can still create a good goal-scoring chance by either passing or chipping to a striker. If there's a defensive wall, try passing the ball along the ground into the gap between it and the other defenders. If the free kick is nearer the halfway line, try to chip the ball just over the defenders' heads to reach one of your strikers. You need to be precise with the power (near maximum), but if it reaches your player he should be through on goal.





Players

Cartridge
64MMemory
YesPublisher:
Developer:Konami
KonamiGame type:
Origin:Sports
JapanReleased:
Price:Out now!
£55

8. Cross & Header

This classic scoring method is favoured by the CPU teams and can work just as effectively for you, particularly if the man in possession is forced wide. It works best from the by-line, so try and beat the fullback to get there and cross it from the edge of the penalty area. Unleash a medium-strength chip and apply aftertouch to curl it towards the penalty spot, hopefully to connect with your forward's head (or foot) as you quickly hold the shoot button.



9. Pass & Shot

A variation on the previous crossing technique, this involves playing the final ball along the ground instead. Once there's a gap to pass it through from the edge of the penalty area, square the ball to your team-mate in the box – a simple pass often works better than the through-ball – then immediately hold the shoot button to unleash a first-time shot when it reaches him. If he's positioned far enough over, this will clear the diving keeper.



10. Chase Keeper

Perhaps not the most sporting of scoring methods, but this works wonders at humiliating a human opponent! Simply watch out for when the opposing keeper has the ball at his feet – either after a back-pass or deliberately dropping the ball to dribble it. Then immediately dash your nearest forward towards him and go for a sliding tackle. If you connect, quickly press shoot during the slide to instantly knock the ball into the net



GOALIE

KEEPING A CLEAN SHEET



Goal Kick

Not to be sniffed at, this is a key area of the game. If you're always losing possession after goal kicks, you're going to have a hard time. It depends a lot on your formation, but chipping the ball at maximum power straight down the middle often results in an opposing player heading it straight back towards your goal – unless you can get a midfielder on the end your kick to flick it on or nod it to a team-mate. Instead, the best technique is to hammer a long chip up the wing, giving your wide man a good chance of collecting it and speeding down the sideline. With practice you can kick it straight to his feet.



Dribbling

There's a real art to beating defenders, and nothing quite so satisfying. The key is in quick changes in direction to fool the defender into making a poorly aimed tackle or dash, enabling you to scoot past. Although speed is useful, it's no good keeping the dash button held down as you won't be able to change direction quickly yourself, making an easy tackling target. A better method is dash a bit in one direction, then release dash to quickly cut back the other way and wrongfoot the defender. A variation is to intermittently tap the dash button just before making a turn, to suddenly burst in a different direction and surprise him. This is particularly good for turning a defender when receiving a long ball – by tapping dash just before you run forward.



The key to successful dribbling is to keep changing direction to fool the defenders and get them to commit.



There's no point in keeping the sprint button pressed down as you can't change direction quick enough.



Alternatively, tap the dash button inbetween darting around other players.

Throw-Out

A favourite ploy of Peter Schmeichel, this is a better way of retaining possession and building a quick counterattack – particularly if you throw it right over the heads of the opposing forwards. The risk is that it may be intercepted, so make sure the intended recipient is unmarked. You can also roll the ball out to a defender using the pass button, but again take care that no opposing forward is in the vicinity or it could prove very embarrassing!



Skill Level

Although there is an option for a manual goalie, it's best to leave the CPU to control him to avoid confusion during hectic defending. It's also recommended to set the keeper's skill level to at least 4 or 5 otherwise he'll drop virtually every reasonably powered shot, leading to easy rebound goals.



Drop & Dribble

An alternative to kicking from your hands, or throwing, this lets the keeper dribble the ball forward like a normal outfielder. This is mainly used for launching an even longer kick than usual, up towards your forwards. The obvious risk is that an opposing forward could tackle him for an easy goal. However, this can be used to lure opposing players way offside, so that if even if the other side gets possession they can't launch a quick long-ball counterattack. Just make sure your goalie kicks it before the opposing forward gets too close!

Kick From Hands

It's not so easy to aim your kick when you've got the ball in your arms (after a save). However, you can at least walk towards the edge of the box to kick it further. As with the standard goal kick, whacking it down the wing is usually the best tactic. Just make sure you don't overcook the power or it'll hurtle out of bounds for a throw-in.





Players
1-4



Cartridge
64M



Memory
Yes

Publisher:
Developer:

Konami
Konami

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£55

ATTACK

ATTACKING FLAIR

Passing

Even if you're the world's greatest dribbler, there are times when you really need to pass the ball to escape being tackled. This is particularly the case when outnumbered or being closed down from behind. When under pressure from the front, the best bet is to pass sideways, enabling the recipient to run past the defenders. When being chased from behind, release a pass forward just before he gets close enough to barge-tackle. By pressing the pass button quickly again before it reaches your team-mate, he'll instantly pass onto another man – great for lightning counterattacks and a manual alternative to the one-two.



Passing is essential to the modern game and you will rarely succeed without it. The artificial intelligence of the game means that all opposing players will home in on you, so keep passing and moving.



Heading

Good aerial ability is a key aspect of retaining possession from goal kicks and chips, as well as defending crosses and long balls. The key to successful heading is timing your jump so that you're at your peak as the ball arrives – achieved by pressing the button just beforehand. Each of the three header types has its uses. The power header (shoot button) is obviously used for attacking the goal and tops for powerful defensive headers. However, the flick (chip button) is usually better for knocking the ball on from a goal kick or throw-in, towards your forwards. Finally, the nod down (pass button) is great for retaining possession, just so long as you take care to direct it (sideways or even back) to a nearby team-mate.

Chipping

Launching long chips forward isn't usually that effective in this game, as they're usually cleared by defensive headers – or overshoot for a goal kick. They need to be well-aimed and precisely powered for this to work, preferably with a bit of aftertouch. By far the best use of the chip, however, is for crossing the ball from wide positions. Try to get near the by-line and use aftertouch to curl it away from the keeper, hopefully onto a team-mate's head or boot – they've got to be well inside the box to stand a chance of scoring, though



Through-Ball

This is the most useful trick in the game. Instead of passing to your team-mate's feet, this passes the ball in front of him so he can run onto it. This is a great play for splitting flat defences, particularly on the counterattack when you can play it from deep in midfield: if the ball reaches the striker, he should be one-on-one with the keeper. The through-ball is also useful for making midfield progress: when there's an opponent in front of you, simply play a diagonal or lateral through-ball to a team-mate who rushes forward to collect it.

One-Two

Although not as effective or easy to execute as the through-ball, the one-two is an impressive way to beat opponents and defences. It's best used when a defender is blocking your path forward: to get round him, look for a nearby team-mate to the side and play a one-two pass to him, then dash past your marker to collect the return pass in space. Of course, this can be in the box, in which case you'll have a clear shot on goal – or be able to go round the keeper if there's room and time. Because of player-switching confusion, though, one-twos aren't that useful in multi-player mode.



Shooting

Unlike some lesser soccer sims, scoring from distance is not very easy in this game. To stand any chance of whacking the ball straight past the goalie, you'll need to be at least near the edge of the box. Holding down the shoot button will power your



attempt approximately goalwards, but you'll need to direct it precisely to score: move up/down as you shoot to aim for just inside the post. The best way to beat the keeper is to dash up/down across the goal-mouth just before unleashing your shot, so the goalie's out of position. Remember to ease off the shot power if you're closer in, or you'll fire over the bar.

DEFENCE

THE ART OF DEFENCE

Barge Tackle

The best way to tackle an opponent is to nudge him off the ball by pressing the pass button while running. However, you have to be fairly close for this to work – otherwise your man will barge into thin air as the opponent dashes goalwards. The key to successful barge-tackling is that it's easiest to do it from the side or behind – it's too easy for the opponent to dodge round a tackle straight from the front, so wait till he tries to go past you.



Shepherding

This cautious approach to defence is to simply keep goalside of the attacker in possession and try to shepherd him out wide. It's not that beneficial in normal attacking situations (see Blocking Shots), but useful in enabling your team-mates to get back and help you out when caught on the break, rather than risking all by lunging in with a slide or barge tackle.

Blocking Shots

Often a defender's body can prevent a certain goal when the keeper's out of position (eg when he's been rounded). However, during normal play it's a dubious play as the keeper will dive for the shot anyway, so an attacker can launch a second shot from the rebound to score easily. If this situation arises, fight tooth and nail to get to that ball first!



Clearing

Those arty-farty continentals may like to play it out from the back, but there's always a risk of being tackled very near your own goal, with embarrassing results. This is particularly the case during a goal-mouth scramble, so just hoof it out of play if you have to. Remember: if in doubt, boot it out!



Slide Tackle

The riskiest tackle of all, this is an all-out lunge for the ball. It's best used when your defender is too far away from the opponent to do an effective barge tackle. Just make sure you do it from the front to take the ball rather than man, resulting in a free kick and often a booking. Timed right, the slide tackle can prove very effective in stealing midfield possession to launch a quick counterattack – particularly if you instantly press the pass button to knock it straight to a team-mate. The slide tackle can also be used to intercept long passes if you can read them quickly enough.



Man Marking

Another option that should definitely not be overlooked, this enables you to man-mark the other side's star players. An ultra-defensive option is to get two midfielders to mark the opposing strikers to really stifle their attacking options. However, it's best not to have too many markers overall or your defence may lose its zonal shape and be susceptible to through-balls and runs – particularly if the strikers are quicker than their markers.



STRATEGIES

There are eight strategies to choose from and it's highly recommended to assign four of them (to L + C arrow buttons), so you can instantly alter your tactics to suit the current match situation.

It really is a considerable advantage to be able to do this, so don't skip past it.



CT ATK: Concentrates your attacks into the central area, thus playing without wingers. This can work help when outnumbered in midfield.



ZN PRESS: The nearby defenders crowd round the opponent in possession, making it difficult for him to dribble or pass forward. A pretty effective play.



Players
1-4



Cartridge
64M



Memory
Yes

Publisher:
Developer:

Konami
Konami

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£55

TEAM TACTICS

Line-Up/Subs

Use the opportunity to change your line-up before the start of the match to replace any off-form players – rather than wasting one of your substitutions once the game's begun. Later in the match, you may notice some of your players visibly flagging. In this case, go for a substitution and replace the ones with the lowest stamina

bars. Make sure you use a suitable substitute for the position, though: a forward will prove pretty ineffective in defence and vice versa.



Formations

Selecting the right formation for your team, and your style of play, is vital. With so many choices, there should be one to suit you – particularly as you can customise them to perfection. While the standard flat back four is a good bet for balanced play, it may be better to play with a sweeper for extra security – particularly against very fast forwards. The most defensive of all is 5-4-1, but this limits your attacking options. On the other hand, you may wish to stifle your opponent's build-ups with a five-man midfield. Formations with less than three at the back are only for the brave – or desperate (when needing to go for all-out attack).

SET PIECES

Throw-Ins

The best way of retaining possession is the short throw to a man standing nearby – just tap the pass button. Just rush him in at the last minute to ensure he's unmarked. An alternative is a high throw (chip button), best done down the line. Then there's the long throw (shoot button): the problem is that it takes so long to do, you lose any element of surprise, but it can be good for lobbing the ball into the opposing penalty area for a flick-on and volley.

Corners

These represent an excellent scoring opportunity, using various methods. A long chip nearly parallel with the goal-line can often be headed in. Opting for an in-or out-swinger doesn't seem that important. Similarly, a pass towards the near post can be volleyed in by your man there. Alternatively, you can go for a short corner and try to dribble into the box.

Free Kicks

There are several options from free kicks. If near enough, you can go straight for goal with a precisely aimed shot towards the opposite corner from the keeper

(a way to defend this is to put a man on the line). The best alternative, particularly from long range, is to try to pass the ball past the wall to your striker. You can also try chipping the ball into the box, but you need great precision to get it to a team-mate.

Penalties

The unique penalty-taking system makes scoring far from a formality. In fact, if the CPU keeper's on skill level 5, he can be tricky to beat. There are two main options. The first is to keep the target moving randomly around the goal as your man goes to kick the ball – thus keeping the goalie guessing. The alternative is to press R to make the target disappear. This makes it impossible for the keeper to see where you're shooting. Unfortunately neither can you! In this case, it's best just to move the joystick (or D-pad) just very slightly so it's bound to be still on target. Just make sure your opponent can't see your joypad to anticipate the direction!



ALL OFF: Only recommended when you desperately need a goal, this sends all your players forward, leaving you very prone to quick counterattacks.



ALL DEF: Puts all your men in your own half, making it difficult for the opponents to break through and score. Best used when winning with little time left.



PRESS UP: This pushes the defenders up to pressure the opposing forwards, stifling their runs but leaving you open to through-balls and one-twos.



SD ATK: A great option if you've got a couple of fast wingers, this spreads the play wide so they can bomb out the side and get crosses in.



COUNTER: Leaves your forwards well up the pitch, so you can launch a quick long-ball counterattack out of defence. Great against all-out attack.



OS TRAP: Your defenders push up whenever the opponents play a ball forward to try to catch them offside. Good against the long ball, but not solo runs.

Multiplayer Mode

Playing with a team-mate is actually more difficult than going solo, as you're not sure of each other's intentions. Thus there are often confusing mix-ups as your colleague is surprised by a pass; or worse, won't pass to you as he goes all-out for glory. Note that it's also possible for you to tackle each other, so try to avoid this and it really causes arguments!

Another problem is player selection: as both players can manually switch control of players, this often results in confusing switch-overs from one to the other. So don't keep hitting that R button when defending, or your team-mate will be totally bemused as you keep nicking control of his players.

A key to effective attacking play is good running off the ball, giving your colleague an easy passing outlet if he gets into difficulties. With one player starting a run forward just as the other plays a through-ball, he can get right behind the defence for a one-on-one chance. You can also aid a dribbling colleague by deliberately obstructing opposing defenders.

One thing to watch out for is drifting into an offside position – something CPU players rarely do. Try to ensure you stay onside when your colleague's on the ball, or the whistle will blow the moment he passes or shoots – sometimes disallowing a goal!



FLASHY MOVES

Heel Flick

Dash, release the direction and immediately press chip. Quite easy to execute with practice, it can prove effective for getting past defenders – just remember to dash forward to retrieve the ball.



Shuffle

Tap the dash button repeatedly. This isn't all that useful as you can still be tackled. However, if it's followed by a dash forward, you can surge past defenders.



Dummy

As a pass comes towards you, press dash to jump over it. This is really only useful when you have a team-mate behind ready to collect the ball.



Dash Spin

With the dash button held down, do a quick 360° rotation to make your man pirouette on the spot. Leaves defenders totally flummoxed.

Lifting

Press the chip button when not moving to lift the ball straight up. From here you can head or volley it. Good for taunting opponents when you're well up.



PLAYING DIRTY

Sliding From Behind

The standard fouling technique, a sliding tackle from behind will take the opponent's legs away – unless he skips over it.



Professional Foul

When the opponent races past your last defender towards the box, you can resort to sliding in from behind to bring him down. You'll almost certainly be sent off, but at least you'll have prevented a virtually certain goal.



Pushing

There's not a lot of point to this, but if you're feeling a bit frustrated you can always push the opponent over by pressing pass and shoot buttons together. If the ref's blind, you may even get away with pushing an opposing defender to steal the ball near and race towards goal.



Nobbling

Sometimes players are injured by bad fouls. This can be done deliberately to nobble the opposing side's star player, by repeatedly fouling him. This can be used against the keeper to ruin his performance. Obviously this sort of thing is not recommended when the strictest ref is in charge.

Deliberate Obstruction

This can only be done in multi-player mode. While your team-mate is dribbling, you can help him avoid being tackled by getting your player in the way of opposing defenders. By barging them out of the way, you can even create a gap for your colleague to run into the box.



Switching Booked Players

If you're playing dirty, it may well be worth immediately substituting a player who's been booked to avoid him being sent off the next time – particularly if the ref's strict. If a defender is sent off, you'd better switch a midfielder or forward into his position (then substitute a defender) to avoid leaving a gaping hole in your defence.



Looking For Trouble

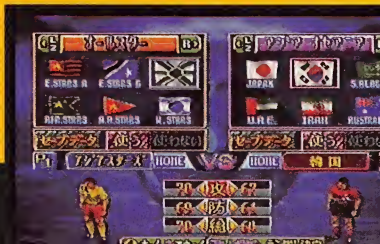
As every good striker knows, it's possible to draw defenders into fouling you to get a free kick or penalty – or to get opponents booked. As soon as you see a sliding tackle come in, turn round so your legs get taken away before the ball. A variation is to pass the ball when you see the tackle coming in.

CHEATS

Hidden Teams

On the title screen (where it says 'Press Start') press: Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold Z and press Start. The commentator will say

something to indicate it's worked. On the UK version this brings up six all-star teams; on the Japanese game you get just three.



Big-Headed Players

On the title screen press: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A, then hold Z and press Start. When you start a match, the players will all have giant heads!

64

magazine

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SAN FRANCISCO RUSH

You wanna know how to find all those secret keys located in inconvenient places? You got it. 64 SOLUTIONS presents the definitive fully mapped track guide to this awesome racing game...

Map Icons



START



CHECKPOINT



KEY

DIRECTIONAL
ARROW

SHORTCUT



Players
1-2



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

Racer
USA

Released:
Price:

Out now
£59.99



TRACK ONE

Key 1

Turn around at the start line and drive down the tunnel. The key is on the left at the very end of the tunnel.



Going the wrong way is a bad idea - unless you're searching for keys.

Key 2

Travel along from the start until you reach the bridge. Drive about halfway along and turn around, then accelerate back the way you came, keeping to the right. As you leave the bridge, bear right onto the sand. You should be able to see the key (just), so aim at it, and if you are travelling fast enough a small bump will launch you into the

air to collect the key

Key 3

From key 2, travel over the bridge, keeping your speed somewhere between 120 and 140mph. As you pass through the first checkpoint, aim to the left, which should take you up a small hill. The hill will launch you into the air towards the key.

Key 4

Travel on up the track from key 3 and as you reach checkpoint two, aim left to go off the track and break through the fence. Follow the path until it passes around a small hill, and go up it. The key is on the top of the hill.

Key 5

Make your way through the fourth checkpoint (also the finish line) and follow the road around. As you come off the bend, near the fifth checkpoint, there is a path to the left. Take this path and you will come to a tunnel, to the right of which is the key.



Hey look - those yellow arrows are telling you that you've take a wrong turn - obviously. Such off-road expeditions often reveal secrets though.



Key 6

Take the tunnel from key 5, which will bring you out near the finish line. As soon as you leave the tunnel, bear hard left and keep on the grass by the wall. Keep hugging the wall and you'll move onto a grassy ledge, which if followed will take you to key 6...



TRACK TWO

Key 1

Make your way to the third checkpoint, then keep to the left (through the cones) and accelerate towards the gap in the overpass. If your speed is correct, you'll land on the lower part of the overpass, although if you go too fast you may collide with the upper overpass. One on the lower level, drive to the end where you'll find a red half-pipe, and bear right. There is a ledge on the left-hand wall (as you enter the pipe) which contains the key, and all you've got to do is drive up to it.

Key 2

Still in the red half-pipe, at the far end you'll notice a section which forms a loop. The key is in the middle of the loop at the top. To get the key, accelerate at full speed up the side of the loop so that you cling to the inside. If you miss the key, simply keep the power on and you'll go down one side and back up the other for another pass.

Key 3

Return to the third checkpoint, and make your way along the road on the left to the gap in the overpass again. This time, drive very slowly (only a few miles per hour) so that when you reach the edge you drop down to the level below. Turn around, and drive back the way you came on the



level above, and you'll find the key.

Key 4

From key 3, make your way to the fourth checkpoint. Follow the road up the hill, and then at the top when the road turns right, aim at

full speed directly for the trailer of the truck in front of you. You'll pass under the truck, get boosted into the air, and should land on the roof of a building. Follow the roof (the yellow and black chevrons will guide your way) until you come to a



yellow and black ramp. Drive slowly up to the ramp, move past it just to the left and drop down. You will find the next key here.

Key 5

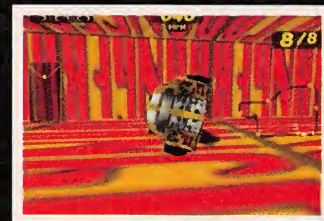
Return to the bend with the trailer you went under for key 4. This time, follow the road down the hill and aim for the pond on the left, keeping your speed somewhere between 80 and 100 mph. If you've judged it correctly, you should bounce off the pond and into a hidden tunnel in the building opposite. The key is here.

Key 6

Back slowly out of the tunnel where you found key 5, and drop down by the pond. Turn around so you're facing back up the hill. In front of you is a path that leads to the left. Follow it to a short tunnel, at the end of which is the key.

Key 7

From key 6, go through checkpoint five, keeping an eye out on the left for another pond. When you see it, approach it and slowly drive into it; you'll drop to the bottom and find the key.





Players
1-2



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

Racer
USA

Released:
Price:

Out now
£59.99



TRACK THREE

Key 1

Make your way from the start line to the first turn. Keep to the left and you should find a row of five trees. Just past the trees is a flight of stairs. Go up these slowly and turn left at the top to find the key.

Key 2

Now race to the third checkpoint and reverse your direction. Accelerate as fast as possible, following the road and keeping to the middle. A short distance before the second checkpoint, the road rises sharply and this will catapult you into the air, allowing you to collect the key floating above the checkpoint.

Key 3

After key 2, return to the third checkpoint and bear left as the road turns right, taking you onto the grass. Aim between the two buildings to get onto the dirt track, and you'll find the key on the bend

at the top of the first right-hand curve.

Key 4

Make your way to the fourth checkpoint, and go down the hill to the bottom. Then turn around and – keeping in the middle of the road – accelerate at full speed back up the hill. As you enter the tunnel, you should take off, collecting the key which is floating near the ceiling in the centre of the tunnel.

Key 5

Continue on to the sixth checkpoint, and at the hard-right turn just past it, keep left so that you pass into a narrow alley which goes up a hill. Follow the alley and you will find the key.

Key 6

Return to the sixth checkpoint, and then make your way towards the



seventh. The track goes up a hill, curving to the left, and then again up another hill, also to the left. At the top of this second hill, if you bear hard-right you will find a wooden fence. Go through the gap in the right-hand end of the fence and then turn left to enter a narrow tunnel which leads to a room decorated in sky blue (literally). The key is just to the right as you enter the room.

Key 7

Make your way to the eighth

The way to get some keys is to launch your car far into the air and snatch them from behind signs.



checkpoint, and race down the hill from there, keeping to the left. At the first square flat area, steer hard left, and you will take off and fly across onto a small ledge, where you will find the next key.

Key 8

Drop off the ledge where you found key 7, and make your way towards the ninth checkpoint (which is also the finish line). Just before you pass the last checkpoint, turn left and aim to the right of the tram car for the last key.



TRACK FOUR

Key 1

Go left from the start line towards the buses. Drive past the second bus and get in the right hand lane, accelerating until you hit a grass bank which will launch you into the air, throwing you towards the floating key.



Key 2

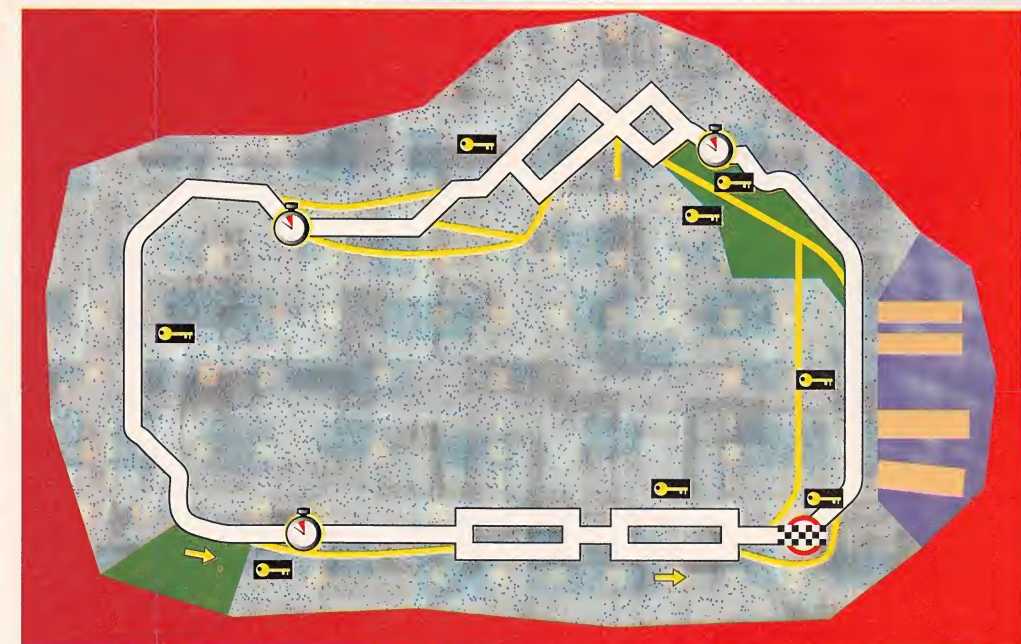
From the grassy bank where you found key 1, drive back towards the start and drop into the small concrete plaza. Accelerate at full speed towards the pool of water in the centre, which will catapult you into the air when you hit it, throwing you past the buses and into the fenced-off area containing the key.



Key 3

From the start again, follow the road along until it curves to the left twice. You should see a building with yellow and black arrows on it pointing to the left. Once around this, the next building in front of you has large arched windows. Instead of going left, head to the right of this building, onto the orange brick path, and follow this path along, round to the left and up to the green ramp.

Hit the ramp at about 90mph, and you will land on a pathway, which if you follow it will take you to the



roof of a building for the key.

Key 4

Do exactly what you did for key 3, except this time hit the green ramp at at least 100mph to launch you onto a different pathway, slightly above the first, which also contains a key.



Key 5

Make your way to the first checkpoint. As you pass through it, you'll notice a building with square white columns on your left. Go left at the end of this building. Then go right after the blue building on the right, and left at the dead end with the yellow and black indicator arrows. Very soon, you'll see a building on the right with blue windows. At the far end of this building is an alley, which you

should turn down and follow for the key.

Key 6

Continue along the track until you reach the second checkpoint, then follow the road as it curves around three left curves. After the third curve, slow a little and get into the far left hand lane (staying on the road). Soon you will find yourself on a raised pedestrian walkway. Follow this walkway, which will go hard left twice, until it leads you to a garage. At the end of the garage is the key.



Key 7

From key 6, head towards the third checkpoint. Before you reach the

third checkpoint, you'll see a black and yellow ramp on the grass to the right. Drive onto the grass, and take the tunnel to the right of the ramp, driving at just below 100mph. You'll take off and land near another ramp. A narrow pathway just to the right of this ramp which leads to the key.

Key 8

Head past the third checkpoint and make your way along the road towards the finish. The road will fork right and left and join up, then fork again. At the second fork, go left, and on the left you will see a row of parking meters. Not far along this row is the entrance to a narrow alley, which if you follow it will take you to the final key.



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:GT Interactive
MidwayGame type:
Origin:Racer
USAReleased:
Price:Out now
£59.99

TRACK FIVE

Key 1

From the start, follow the road along and left, then take the first right and the first left. The road will go on for a bit, until it turns sharp right, followed by sharp left – you should pass the 'Wrongway' building just off the road on the left, and see two yellow and black arrows straight in front of you. Aim between the arrows, and drive fairly slowly until you go up a small green ramp and onto a road. Turn left and head along the road, turning right at the corner. You'll shortly come to a purple building on the left, where you need to turn sharp right and head across the



road onto a narrow pathway between two buildings. The key is here.

Key 2

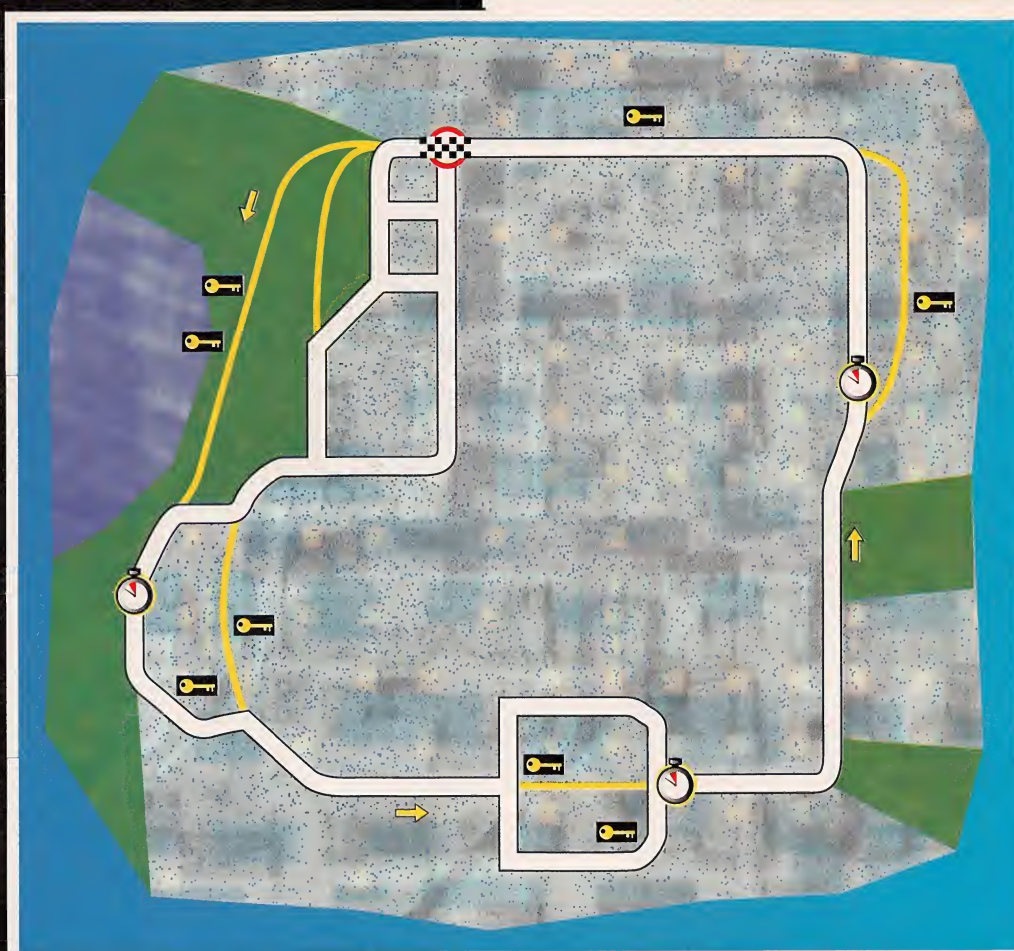
Return to the start line, and repeat the steps it took to get to the gap between the yellow and black arrows. Go between the signs again, and this time keep left and accelerate so that when you reach the green ramp you take off. Your car should fly across to another ramp on top of a building, then bounce off that ramp onto the building with the key.

Key 3

Head for the second checkpoint after picking up key 2. Shortly before you get to the second checkpoint, the road divides into two. Just before the fork, get onto the left pavement, and accelerate. You'll hit a ramp which will launch you into the air at the buildings in front of you. You need to aim to the right to land on top of the smaller white building where you will find the key.

Key 4

Carry on from key 3 towards the second checkpoint, taking the left-hand fork when the road splits. As

**WRONG WAY**

the road rejoins, you'll see the checkpoint on your right. Instead of turning right for the checkpoint, carry straight on down the hill and you'll see a petrol station on the right at the next corner. Veer right and turn into the station for the key.

Key 5

Go through the second checkpoint, head all the way up the hill to the corner and turn left. After the first downward slope, turn around 180° and veer right into the tunnel. Blast along the tunnel and you should pass over the pit with the spikes in it to see a ramp. Aim to the right of the ramp for the key.

Key 6

From key 5, go back through the tunnel, down another downward slope and onto a third slope. On the right of the third slope, you'll see two buildings, one brown and one blue, with a gap in between them. Drive into this gap and turn right into an underground garage for the key.

Key 7

Carry on down the hill and past the start line. You should see a yellow and black arrow in front of you, and you need to drive around it to the right. Keep accelerating, and aim straight for the gates in front of you, taking



park. Follow the path through the park and then onto the grass and you'll find yourself heading for a fence. Crash through the fence, then double back and travel until you reach the beach. On the beach turn around, and accelerate back towards the beach ramp which will throw you onto the roof of the first building. You'll bounce from roof to

roof until you reach the building with the key.

Key 8

Return to the beach, and once again accelerate towards the beach ramp, but this time aim to the right so that you fly across to the white-roofed building on a pier. The key is at the far end of the pier.





TRACK SIX

Key 1

Make your way to the first checkpoint, and get in the left-hand lane on the left carriageway. A short way along the road you'll see some trees on the left, followed by a grey wall set slightly back from the track, with a small gap blocked by a fence. Go through the fence and into the cave beyond for the key.



Key 2

Continue along the track until you pass the second checkpoint. Once you've crossed the grey bridge, come left off the road and onto the grass by the lake, and follow the waterline until you come to the next key which is by a small slope.

Key 3

Now make your way back to the start line, and immediately past it, turn right, then turn left and go up a steep hill. Follow the road straight on after the top of the hill, and you'll come onto a dirt track. Keep going until you come off the dirt track, and you'll see a building on the right. Keep on the road and drive past the front of the building,



and you should see a path on the right leading into the place through two pillars. The key is behind the pillar on the left as you go in.

Key 4

From key 3, carry on along the road and you'll come to the third checkpoint. Turn right just after the checkpoint into a car park behind some buildings. The key is on some grass behind a building in the far left hand corner.



Key 5

Come out of the car park and turn back through the checkpoint, so that you're going in the opposite direction. Make sure you're travelling slowly, and go sharp right just past the checkpoint, taking you down a steep grass bank. Just before you reach the water, turn right and you'll come to a tunnel which leads to the secret stunt area.

Go down the tunnel, and drive towards the far-left of the cave. You will climb the wall, and if you've going the right speed (around 85mph) you should land on a shelf in the wall. Drive into the ring for the key.



Key 6

Still in the secret stunt area, drive around the wall to the right, again at around 85mph. When you see the loop, aim for the grey bit directly in front of it to ramp up through the loop for the key.

Key 7

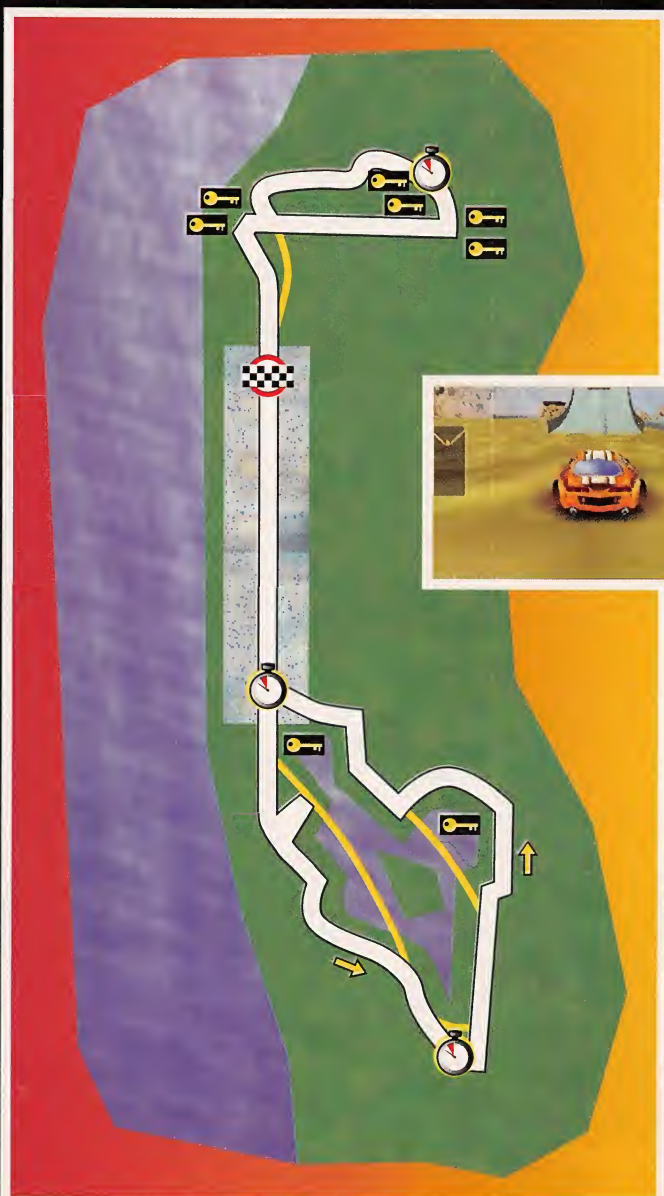
Getting out of the secret stunt area is a bit of a pain, so it's easier to



restart the race. From the start, turn 180° and head immediately right, then left, and up the steep hill. At the first junction, turn left which takes you down a hill, then veer right onto the grey bit at the side of the road, keeping your speed down, and travel down the grass bank and to the right, taking you behind a building where the key is hidden in a little alcove.

Key 8

Return to the top of the hill where you turned left for key 7, and turn left again, this time accelerating to pick up speed, and aiming at the grey bit on the right again. Hit this fast enough and you'll take off and fly to the key which is on a little island.



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WAYNE GRETZKY 3D HOCKEY

Still the best ice hockey game on the N64 - here's a complete tactical run-down from the pros!



MOVES

Ice Moves

Before going onto the complex stuff, here's a quick rundown of the basic skills in the game and what they're useful for.

Shooting

Wrist Shot

Press and release the button quickly. A wrist shot is very quick, but not very accurately aimed.

Slap Shot

Hold the button and release. A slap shot is even quicker, usually flying high.

Power Shot

Hold the shoot button, then press the turbo button and release both. A power shot is indicated by a flaming puck.

One-Timer

Press the shoot and pass buttons simultaneously. You will pass to another player who is ready to shoot the puck instantly: a great way to score.

Spin Shot

Rotate the control stick or pad in circles (either direction) and shoot. Your player will spin extremely fast and shoot the puck.

Fouling

Cross Check

Press the C-Left button. Your player will use his stick to injure other players by holding both ends and pushing horizontally. Nasty.

Trip

Press the C-Right button. Your player will use his stick to trip a player.

Hook

Press the C-Up button. Your player will attempt to grab an opponent with the end of his stick. Ouch!

Turbo Boost

Press the C-Down button. Your player will burst ahead with a blue streak. You can tell if turbo is available by looking for a red-filled circle on your status bar. Don't overdo it or you'll have to wait for it to recharge and could well be caught by a quick counterattack.

Pass

Press the B button. Your player will try to pass the puck to a team-mate in the direction you're facing.

Dive

Press the shoot and pass buttons simultaneously while defending. Your player will dive to the ice to stop a low shot. Brave man.

Drop

Press the shoot button while defending. Your player will drop to his knees to block a shot.

Steal

Press the pass button while defending. If close enough, your player will push out his stick to take away the puck from the man in possession.

How to Score

Scoring

The netminders in the game aren't too clever, so there are a number of techniques to fool them and get that red light flashing.

Diagonal Cut

This works for one-on-one situations with the goalie. Skate straight towards him, then turn diagonally down-forward at the last

moment and shoot.

Wide-Angle Shot

It's usually easier to score by shooting from a wide angle. This works well after a one-timer pass across the goal-mouth.

Goaltender Slam

Use the power shot often: if you manage to hit the bottom middle space between the goalie's pads, he'll be knocked into the back of the net and the boards.

Wraparound Pass

A variation on the wraparound shot, this involves skating round the back of the opposing net, then knocking back a pass to a team-mate for a one-timer shot.

Wraparound Shot

Skate quickly around the back of the net and shoot from an acute angle as you come back in front. Stay close to the net and you can just squeeze your shot between the goalie and near post. It seems to work best when skating down the screen.

Zigzag One-Timer

This works by getting the goalie out of position. Skating down the side of the rink, the first player passes right across the other side for his team-mate to do a one-timer shot





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

Sports
USA

Released:
Price:

Out now!
£54.99

Binary Codes

Codes

At the Options screen, hold C-Left, C-Up, or C-Down, then tap R button to bring up a 16-digit binary number along the bottom of the screen.

Now, by pressing different buttons, some of the zeroes can be changed to a one for various effects in the game.

Note that some codes can be combined. To cancel any, simply re-enter the relevant button sequence.

Big Heads

1000000000000000

Hold C-Down and press R

Bigger Heads

0100000000000000

Hold C-Down and press R x2

Small Heads

1100000000000000

Hold C-Left and press R x3

Small Players & Announcer

0010000000000000

Hold C-Left and press R

Large Players & Announcer

0001000000000000

Hold C-Left and press R x2

Squashed Players

0000100000000000

Hold C-Up and press R

Tall Players

0000010000000000

Hold C-Up and press R x2

Unknown Effect

0000001000000000

Hold L and press C-Left x9

before the netminder can adjust.

Centre & Shoot

From a wide position, simply pass the puck to a team-mate in the centre near the net for a one-timer shot. As long as there's no defender in the way, it's often rammed home from close range.

Hit the Ice

Fighting

Much as the NHL have tried to clean up the real sport, fighting is still an integral part of the game. It's particularly important in Wayne Gretzky (unless you turn it off) as the winner is rewarded by a face-off in the opponent's zone.

Light Punch

Press the Shoot button. This is fast but not that powerful. The speed makes it good for countering the opponent's blows and setting him up for more powerful hits.

Heavy Punch

Press the Pass button. More powerful than the Light Punch, this is slower to execute and thus best reserved for when you've got a clear shot at him.

Hold And Double Punch

Press the Shoot and Pass buttons simultaneously. You'll pick up the opponent and hit him twice in the face. This is the best technique for hammering your opponent's energy bar.

Uppercut

Press the Shoot and Turbo buttons simultaneously. You'll deliver an uppercut, which does the most damage of all the punches. Usually best reserved for finishing off a battered opponent.

Cheats

Choose Opponents



To select the team that you want to play against, press C-Right three times, but do it before you pick your own team.

Extra Division

On the Options screen, hold the L button and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left.

You will see 'Specials: 0000000001000000' at the bottom of the screen. Go to the Select Team screen. A second Northeast division will be available containing these teams: Williams, 99ers, Canada, and USA.

Custom Teams

Go to the Options screen, then hold the L button and press C-Down x2, C-Up x2, C-Down x2, C-Right x2, C-Down.

'Specials: 0000000000000000' will appear at the bottom of the screen. Go to the Team Stats screen and press C-Up x10. Two new team names will appear! Use the D-Pad to flick through the team names. Once you have found the two teams that you want to change, press A. You can only copy other players to these teams, not from them.

After you press A, the first team you're going to change will appear on the left side; a roster for one of the other teams on the right. Press B to scroll through the teams until you see one you want to take a

player from. Use the D-Pad to highlight a player on each team, then press A to swap them. You can change as many players as you want and even replace all of the players on the left-hand team with duplicates! Once the left team roster is set the way you like it, press Start.

The second custom team will now appear on the left. You can now modify this

team the same way you did the first. When you are finished, press Start to return to the Team Stats screen. The custom teams will now be available in one-player, multi-player and Season mode.

Note: Only two custom teams can exist at a time, so if you repeat this

process, you will erase any teams you already created.

Note 2: You can also take players from the special teams after inputting the Extra Division cheat.

Fighting Frenzy

At the Options screen, hold down the L button and press: C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left.

Make sure you held down the L button the whole time. If you input the code correctly, you should get into a fight every 5 to 20 seconds!

Forfeit Game

To forfeit a game, press pause and enter the Options screen. Hold L and press C-Left nine times. Resume play and you will lose 1-0.

Invisible Players

During the opening face-off, pause the game and select Replay. Make a player

flash by pressing L or R, and while he's still flashing, press the Z trigger button to make him disappear. You can make all the players disappear and play the game!

Trade Players

At the Options screen hold L and press C-Down x2, C-Up x2, C-Down x2, C-Right x2, C-Down. Return to the main menu, choose



Records and enter the Team Stats screen. When it appears, press C-Up 10 times. To trade players, highlight a team and press A, then select a second team and press A again. Press Start to enter the Trade screen.

Two-Player Practice Mode

You need two controllers or more to do this one. When you get to the main menu, move the joystick onto Practice mode, press A and hold it on one controller. Then at the same time, press A and hold it on another controller. It will let two players into the practice mode.

Advertisements

At any non-gameplay menu, simply hit the Z button to see an advertisement scroll across the lower part of the screen. Each time the Z-button is pressed, a different ad should appear. Included are ads for Campbell's Soup, Upper Deck, Beckett, Coca-Cola, and Williams.

View Credits

If you hit the A button 20 times from the title screen, it will bring up a list of the staff credits for the game, including some pictures.

Players

Top Players

So who are the best players on the ice? Check out the following stats for the best players in different departments...

Overall

The following ratings are out of a maximum 100, by combining the four individual attributes: speed, shooting, strength, and defence. These are the all-round superstars...

Speed

Fast players can zoom past opponents, often avoiding checks – and even goalies – on the way to the net. The top speedsters are...

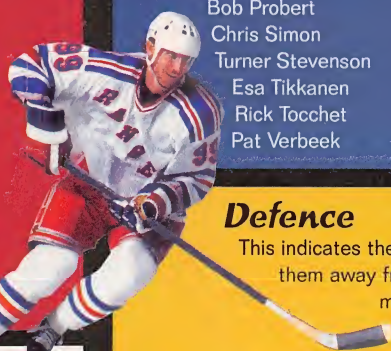
Player

Pavel Bure
Sergei Federov
Jeff Friesen
Mike Gartner
Jaromir Jagr
Alexander Mogilny
Teemu Selanne
Chris Sullivan

Team

Vancouver Canucks
Detroit Red Wings
San Jose Sharks
Toronto Maple Leafs
Pittsburgh Penguins
Vancouver Canucks
Anaheim Mighty Ducks
Calgary Flames

Rating	Player	Team
92	Mark Messier	New York Rangers
90	Eric Lindros	Philadelphia Flyers
88	Sergei Federov	Detroit Red Wings
86	Theoren Fleury	Calgary Flames
85	Tomas Sandstrom	Pittsburgh Penguins
86	Scott Young	Colorado Avalanche
87	Pavel Bure	Vancouver Canucks
84	Jaromir Jagr	Pittsburgh Penguins
85	Esa Tikkanen	Vancouver Canucks
84	Russ Courtnall	Vancouver Canucks
83	Steve Yzerman	Detroit Red Wings
83	Mario Lemieux	Pittsburgh Penguins
82	Wayne Gretzky	New York Rangers
82	Pat Verbeek	New York Rangers
82	Alexander Mogilny	Vancouver Canucks
83	Keith Primeau	Detroit Red Wings
83	Jeremy Roenick	Chicago Blackhawks
82	Mats Sundin	Toronto Maple Leafs
82	Shayne Corson	St Louis Blues
83	Keith Tkachuk	Phoenix Coyotes
81	Mike Peca	Buffalo Sabres
81	Dino Ciccarelli	Detroit Red Wings
81	Wendel Clark	Toronto Maple Leafs
81	Dallas Drake	Phoenix Coyotes
80	Kevin Miller	Pittsburgh Penguins
80	Ron Francis	Pittsburgh Penguins
80	Brian Bellows	Tampa Bay Lightning
80	Peter Forsberg	Colorado Avalanche
80	Jason Arnott	Edmonton Oilers



Strength

This indicates the ability to knock people over. Opposing players are easily decked and more prone to a punch-up. The biggest bullies are...

Player

Matthew Barnaby
Kelly Buchberger
Shane Churla
Dino Ciccarelli
Wendel Clark
Shayne Corson
Adam Deadmarsh
Eric Lindros
Brad May
Sandy McCarthy
Scott Mellanby
Keith Primeau
Bob Probert
Chris Simon
Turner Stevenson
Esa Tikkanen
Rick Tocchet
Pat Verbeek

Team

Buffalo Sabres
Edmonton Oilers
New York Rangers
Detroit Red Wings
Toronto Maple Leafs
St Louis Blues
Colorado Avalanche
Philadelphia Flyers
Buffalo Sabres
Calgary Flames
Florida Panthers
Detroit Red Wings
Chicago Blackhawks
Colorado Avalanche
Montreal Canadiens
Vancouver Canucks
Boston Bruins
New York Rangers

Defence

This indicates the ability to stop or deflect shots, keeping them away from the netminder. The top defence men are...

Player

Brian Bellows
Shane Churla
Russ Courtnall
Dallas Drake
Ron Francis
Bobby Holik
Dale Hunter
Igor Larionov
Mark Messier
Kevin Miller
Sergei Nemichinov
Mike Peca
Turner Stevenson
Esa Tikkanen
German Titov

Team

Tampa Bay Lightning
New York Rangers
Vancouver Canucks
Phoenix Coyotes
Pittsburgh Penguins
New Jersey Devils
Washington Capitals
Detroit Red Wings
New York Rangers
Pittsburgh Penguins
New York Rangers
Buffalo Sabres
Montreal Canadiens
Vancouver Canucks
Calgary Flames

Shooting

This indicates shooting accuracy and ability to score. The sharpest shooters are as follows...

Player

Wayne Gretzky
Pat Lafontaine
Mario Lemieux
Eric Lindros
Adam Oates

Team

New York Rangers
Buffalo Sabres
Pittsburgh Penguins
Philadelphia Flyers
Boston Bruins

Strength

This indicates the ability to knock people over. Opposing players are easily decked and more prone to a punch-up. The biggest bullies are...

Player

Matthew Barnaby
Kelly Buchberger
Shane Churla
Dino Ciccarelli
Wendel Clark
Shayne Corson
Adam Deadmarsh
Eric Lindros
Brad May
Sandy McCarthy
Scott Mellanby
Keith Primeau
Bob Probert
Chris Simon
Turner Stevenson
Esa Tikkanen
Rick Tocchet
Pat Verbeek

Team

Buffalo Sabres
Edmonton Oilers
New York Rangers
Detroit Red Wings
Toronto Maple Leafs
St Louis Blues
Colorado Avalanche
Philadelphia Flyers
Buffalo Sabres
Calgary Flames
Florida Panthers
Detroit Red Wings
Chicago Blackhawks
Colorado Avalanche
Montreal Canadiens
Vancouver Canucks
Boston Bruins
New York Rangers

Netminders

These can be rated by their Goals Against average (lower is better) and Save Percentage (higher is better).

Make sure you tap the sprint button as soon as you get the puck and constantly look for space.

Speed

Fast players can zoom past opponents, often avoiding checks – and even goalies – on the way to the net. The top speedsters are...

Player

Pavel Bure
Sergei Federov
Jeff Friesen
Mike Gartner
Jaromir Jagr
Alexander Mogilny
Teemu Selanne
Chris Sullivan

Team

Vancouver Canucks
Detroit Red Wings
San Jose Sharks
Toronto Maple Leafs
Pittsburgh Penguins
Vancouver Canucks
Anaheim Mighty Ducks
Calgary Flames



Team Stats

We've identified the star players, but which are the best teams to choose? Check out these detailed stats.

Team choice is a crucial factor of success in Wayne Gretzky Hockey and luckily we've assessed them all.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer

GT Interactive
Midway

Game type:
Origin:

Sports
USA

Released:
Price:

Out now!
£54.99

Colorado Avalanche

Superstars

86 Scott Young
80 Peter Forsberg
79 Adam Deadmarsh
78 Chris Simon

Speedsters

23 Peter Forsberg

Shooting Stars

23 Joe Sakic

Strongmen

25 Adam Deadmarsh
25 Chris Simon

D-Man

23 Chris Simon

Netminders

	GAA	Save%
Patrick Roy	2.79	90.6
Stephane Fiset	3.24	89.1

Forward Line 1

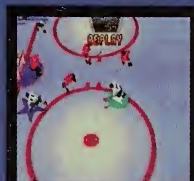
	Speed	Shoot	Str	Def	Tot
Joe Sakic	19	23	13	20	75
Valeri Kamensky	19	19	13	16	67
Claude Lemieux	17	19	16	20	72

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Peter Forsberg	23	22	16	19	80
Adam Deadmarsh	20	14	25	20	79
Scott Young	22	19	23	22	86

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Mike Ricci	16	17	19	22	74
Chris Simon	16	14	25	23	78
Mike Keane	11	14	11	11	47



St Louis Blues

Superstars

82 Shayne Corson

Shooting Stars

22 Brett Hull

D-Man

25 Shayne Corson

Speedsters

22 4 players

Strongmen

25 Shayne Corson

Netminders

	GAA	Save%
Grant Fuhr	2.90	90.3
Jon Casey	3.14	86.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Shayne Corson	17	17	25	23	82
Geoff Courtall	19	19	16	19	73
Brett Hull	19	22	11	17	69

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Peter Zezel	16	16	14	14	60
Yuri Khymlev	19	16	19	20	74
Brian Noonan	14	16	17	19	66

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Adam Creighton	17	14	14	19	64
Stephane Matteau	17	14	16	19	66
Brian Leach	19	17	17	19	72



Chicago Blackhawks

Superstars

83 Jeremy Roenick
77 Bernie Nicholls

Shooting Stars

20 Jeremy Roenick
25 Bob Probert

D-Man

20 Bernie Nicholls

Speedsters

23 Tony Amonte
23 Joe Murphy

Strongmen

25 Jeremy Roenick

Netminders

	GAA	Save%
Ed Belfour	2.75	90.0
Jeff Hackett	3.70	89.7

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Jeremy Roenick	22	20	25	16	83
Tony Amonte	23	17	11	17	68
Murray Craven	16	17	16	16	65

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Bernie Nicholls	17	17	23	20	77
Eric Daze	17	16	11	19	63
Joe Murphy	23	19	13	17	72

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Denis Savard	19	17	17	19	72
Bob Probert	16	16	25	17	74
Steve Shantz	17	11	14	19	61



Montreal Canadiens

Superstars

76 Turner Stevenson

Speedsters

22 Saku Koivu

Shooting Stars

23 Pierre Turgeon

Strongmen

25 Turner Stevenson

D-Man

25 Turner Stevenson

Netminders

	GAA	Save%
Jocelyn Thibault	2.82	91.2
Pat Jablonski	3.60	90.8

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Pierre Turgeon	17	23	11	17	68
Vincent Damphousse	17	20	16	17	70
Mark Recchi	20	22	14	19	75

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Saku Koivu	22	16	11	13	62
Valeri Bure	20	14	11	13	58
Turner Stevenson	13	13	25	25	76

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Brian Savage	17	14	16	17	64
Martin Rucinsky	20	17	13	19	69
Andrei Kovalenko	17	17	19	19	72



Boston Bruins

Superstars

77 Rick Tocchet

Speedsters

23 Shawn Mceachern

Shooting Stars

25 Adam Oates

Strongmen

25 Rick Tocchet

D-Man

20 Adam Oates
20 Dave Reid

Netminders

	GAA	Save%
Bill Ranford	3.38	89.2
Craig Billington	3.89	86.7

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Adam Oates	14	25	11	20	70
Cam Neely	14	22	14	14	64
Rick Tocchet	16	20	25	16	77

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Todd Elik	17	17	13	17	64
Shawn Mceachern	23	16	17	17	73
Jozef Stumpel	20	14	17	11	62

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Ted Donato	19	14	17	19	69
Dave Reid	19	14	11	20	64
Heinze	17	13	11	16	57



Vancouver Canucks

Superstars

87 Pavel Bure
85 Esa Tikkanen

84 Russ Courtnall
82 Alexander Mogilny

Shooting Stars

23 Pavel Bure
23 Alexander Mogilny

D-Man

20 Bernie Nicholls

Speedsters

25 Pavel Bure
25 Alexander Mogilny

Strongmen

25 Esa Tikkanen

Netminders

	GAA	Save%
Kirk McLean	3.62	87.6
Corey Hirsch	3.26	90.3

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Trevor Linden	14	19	13	20	66
Pavel Bure	25	23	17	22	87
Alexander Mogilny	25	23	14	20	82

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Cliff Ronning	19	19	14	19	71
Esa Tikkanen	19	16	25	25	85
Russ Courtnall	23	19	17	25	84

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Jesse Belanger	19	14	16	17	66
Martus Naslund	19	19	13	17	68
Martin Gelinas	17	14	16	19	66



Washington Capitals

Superstars	Speedsters				
79 Dale Hunter	23 Joe Juneau				
79 Steve Konowalchuk					
77 Joe Juneau					
Shooting Stars	Strongmen				
20 Joe Juneau	23 Dale Hunter				
	23 Steve Konowalchuk				
D-Man	Netminders	GAA	Save%		
25 Dale Hunter	Jim Carey	1.95	92.1		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Joe Juneau	23	20	17	17	77
Michal Pivonka	20	19	16	20	75
Peter Bondra	23	19	14	19	7

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Dale Hunter	14	17	23	25	79
Todd Krygier	22	13	13	14	62
Keith Jones	17	16	17	23	73

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Steve Konowalchuk	17	16	23	23	79
Kelly Miller	19	13	14	22	68
Pat Peake	22	16	14	19	71



New Jersey Devils

Superstars	Speedsters				
81 Stephane Richer	22 Stephane Richer				
79 Bobby Holik					
76 Bill Guerin					
Shooting Stars	Strongmen				
20 Dave Andreychuk	23 Bobby Holik				
	23 Stephane Richer				
D-Man	Netminders	GAA	Save%		
25 Bobby Holik	Martin Brodeur	2.29	91.3		
	Jeff Reese	3.21	88.4		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Neal Broten	17	16	13	22	68
Dave Andreychuk	17	20	16	19	72
Bill Guerin	20	14	22	20	76

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Petr Sykora	19	17	13	20	69
Steve Thomas	19	19	19	17	74
John Maclean	14	16	16	20	66

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Brian Rolston	20	14	11	19	64
Bobby Holik	17	14	23	25	79
Stephane Richer	22	17	23	19	81



Phoenix Coyotes

Superstars	Speedsters				
83 Keith Tkachuk	22 Alexei Zhamnov				
81 Dallas Drake	22 Dallas Drake				
Shooting Stars	Strongmen				
20 Ed Olczyk	23 Keith Tkachuk				
D-Man	Netminders	GAA	Save%		
25 Dallas Drake	Nikolai Khabibulin	3.09	90.9		
	Dominic Roussel	3.02	88.1		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Craig Janney	17	17	11	17	62
Keith Tkachuk	19	19	23	22	83
Igor Korolev	17	14	13	17	61

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Alexei Zhamnov	22	17	16	17	72
Dallas Drake	22	17	17	25	81
Mike Eastwood	19	13	13	17	62

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Ed Olczyk	17	20	14	17	68
Darrin Shannon	17	13	19	20	69
Mike Stapleton	17	11	11	19	58



Calgary Flames

Superstars	Speedsters				
86 Theoren Fleury	25 Mike Sullivan				
76 German Titov					
76 Mike Sullivan					
Shooting Stars	Strongmen				
23 Mike Sullivan	25 Sandy McCarthy				
D-Man	Netminders	GAA	Save%		
20 German Titov	Trevor Kidd	2.97	89.5		
	Rick Tabaracci	3.23	88.6		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
German Titov	17	17	17	25	76
Gary Roberts	14	22	19	20	75
Theoren Fleury	23	20	23	20	86

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Cory Stillman	17	13	14	19	63
Mike Sullivan	25	23	11	17	76
Corey Millen	17	16	13	17	63

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Michael Nylander	20	17	11	11	59
Sandy McCarthy	17	11	25	17	70
Ronnie Stern	17	14	16	19	66



Philadelphia Flyers

Superstars	Speedsters				
90 Eric Lindros	20 Eric Lindros				
79 John Leclair	20 Rod Brind'amour				
77 Rod Brind'amour					
Shooting Stars	Strongmen				
25 Eric Lindros	25 Eric Lindros				
D-Man	Netminders	GAA	Save%		
20 6 players	Ron Hextall	2.18	91.3		
	Grath Snow	3.16	89.4		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Eric Lindros	20	25	25	20	90
Mikael Renberg	17	19	13	17	66
John Leclair	22	17	20	20	79

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Rod Brind'amour	20	20	17	20	77
Dan Quinn	17	16	16	20	69
Pat Falloon	17	14	11	14	56

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Joel Otto	14	14	19	20	67
Dale Hawerchuk	17	20	16	20	73
Shjon Podein	17	13	13	17	60



Los Angeles Kings

Superstars	Speedsters				
None	19 3 players				
Shooting Stars	Strongmen				
19 Dimitri Kristich	19 3 players				
D-Man	Netminders	GAA	Save%		
19 4 players	Kelly Hrudey	3.29	90.7		
	Bryan Dafoe	3.60	88.8		

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Ray Ferraro	17	17	17	19	70
Dimitri Kristich	14	19	11	19	63
Tony Granato	19	17	19	17	72

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Yanic Perrault	14	14	14	17	59
Kevin Stevens	17	16	19	17	69
Vitale Yachmenev	17	17	14	17	65

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Kevin Todd	16	14	14	19	63
Eric Lacroix	19	14	19	19	71
Robert Lang	19	13	11	14	57





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

Sports
USA

Released:
Price:

Out now!
£54.99

New York Islanders

Superstars

None

Speedsters

19 Todd Bertuzzi
19 Zigmund Palffy

Shooting Stars

19 Zigmund Palffy

Strongmen

17 Alexander Semak
17 Pat Flatley

D-Man

23 Alexander Semak

Netminders

	GAA	Save%
Tommy Soderstrom	3.91	87.7
Eric Fichaud	3.35	89.7

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Marty McInnis	16	16	16	22	70
Todd Bertuzzi	19	14	16	17	66
Zigmund Palffy	19	19	13	17	68

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Alexander Semak	17	17	17	23	74
Derek King	17	17	13	17	64
Pat Flatley	14	14	17	16	61

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Travis Green	16	16	16	19	67
Pat Conacher	17	13	13	17	60
Darby Hendricksn	17	11	13	19	60



Tampa Bay Lightning

Superstars

80 Brian Bellow
77 Paul Ysebaert

Speedsters

22 Paul Ysebaert

Shooting Stars

19 Brian Bellows
19 Brian Bradley

Strongmen

23 Chris Gratton

D-Man

25 Brian Bellows

Netminders

	GAA	Save%
Darren Puppa	2.50	91.8
Corey Schwab	2.80	89.9

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Brian Bradley	17	19	11	19	66
Petr Klima	19	17	17	20	73
Alexander Selivanov	20	14	11	17	62

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Chris Gratton	13	14	20	23	70
Brian Bellows	19	19	17	25	80
Rob Zamuner	13	11	13	19	56

Forward Line 3

	Speed	Shoot	Str	Def	Tot
John Cullen	19	17	14	20	70
Paul Ysebaert	22	17	16	22	77
Mikael Andersson	19	13	17	17	66



Toronto Maple Leafs

Superstars

82 Mats Sundin
81 Wendel Clark
78 Doug Gilmour
77 Mike Craig

Speedsters

25 Mike Gartner

Shooting Stars

22 Doug Gilmour
22 Mats Sundin

Strongmen

25 Wendel Clark

D-Man

23 3 players

Netminders

	GAA	Save%
Felix Potvin	2.85	91.1
Don Beaupre	3.62	87.5

Forward Line 1

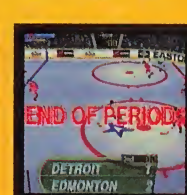
	Speed	Shoot	Str	Def	Tot
Doug Gilmour	19	22	17	20	78
Muller	19	19	17	19	74
Gartner	25	17	13	17	72

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Mats Sundin	20	22	17	23	82
Wendel Clark	16	17	25	23	81
Gagner	20	17	16	17	70

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Baker	17	14	16	20	67
Warriner	19	14	16	19	68
Mike Craig	17	14	23	23	77



Edmonton Oilers

Superstars

80 Jason Arnott
78 Kelly Buchberger
77 Dean McAmmond

Speedsters

22 Dean McAmmond

Shooting Stars

19 Jason Arnott
19 Doug Weight

Strongmen

25 Kelly Buchberger

D-Man

22 Kelly Buchberger

Netminders

	GAA	Save%
Curtis Joseph	3.40	88.6
Joaquin Gage	4.00	87.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Doug Weight	17	19	17	19	72
Oliver	17	16	16	14	63
Mariusz Czerkawski	17	14	14	16	61

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Jason Arnott	20	19	22	19	80
Zdeno Ciger	14	17	17	17	65
Miroslav Satan	17	14	16	17	64

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Todd Marchant	19	16	17	20	72
Dean McAmmond	22	16	19	20	77
Kelly Buchberger	17	14	25	22	78



Anaheim Mighty Ducks

Superstars

79 Teemu Selanne

Speedsters

25 Teemu Selanne

Shooting Stars

23 Teemu Selanne

Strongmen

17 4 players

D-Man

20 3 players

Netminders

	GAA	Save%
Guy Hebert	3.07	90.3
Mikael Shtalenkov	3.12	89.6

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Paul Kariya	23	22	11	19	75
Peter Douris	17	16	17	19	69
Teemu Selanne	25	23	14	17	79

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Shaun Van Allen	14	14	17	20	65
Roman Oksiuta	17	16	16	16	65
Joe Sacco	17	14	14	14	59

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Steve Rucchin	19	20	16	20	75
Anatoli Semenov	19	14	17	19	69
Garry Valk	17	14	17	20	68



Florida Panthers

78 Scott Mellanby

22 Tom Fitzgerald

Shooting Stars

22 Ray Sheppard

Strongmen

25 Scott Mellanby

D-Man

22 Stu Barnes

Netminders

	GAA	Save%
John Vanbiesbrock	2.74	90.2
Mark Fitzpatrick	3.05	89.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Stu Barnes	17	16	14	22	69
Bill Lindsay	17	13	17	19	66
Scott Mellanby	14	17	25	22	78

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Rob Niedermayr	19	16	22	20	77
Dave Lowry	20	14	16	20	70
Ray Sheppard	14	22	14	19	69

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Martin Straka	20	16	14	19	69
Johan Garpenlov	19	17	16	17	69
Tom Fitzgerald	22	13	17	20	72



Hartford Whalers

Superstars	Speedsters
77 Geoff Sanderson	23 Geoff Sanderson
Shooting Stars	Strongmen
22 Brendan Shanahan	17 Brendan Shanahan
	17 Andrei Nikolishin
	17 Paul Ranheim
D-Man	Netminders
20 Robert Kron	
	GAA Save%
	Sean Burke 3.14 90.5
	Jason Muzzatti 3.50 91.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Andrew Cassels	19	19	16	19	73
Brendan Shanahan	17	22	17	17	73
Andrei Nikolishin	22	17	17	19	75

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Geoff Sanderson	23	19	16	19	77
Nelson Emerson	19	17	16	19	71
Jeff O'Neill	20	13	14	17	64

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Robert Kron	20	16	16	20	72
Paul Ranheim	19	13	17	19	68
Steve Rice	17	14	13	17	61



Ottawa Senators

Superstars	Speedsters
None	22 Tom Chorske
Shooting Stars	Strongmen
19 Alexei Yashin	19 Randy Cunneyworth
	19 Radek Bonk
D-Man	Netminders
19 5 players	
	GAA Save%
	Damian Rhodes 2.61 91.0
	Mike Bales 4.07 87.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Alexei Yashin	17	19	17	17	70
Randy Cunneyworth	19	13	19	19	70
Daniel Alfredsson	19	17	16	19	71

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Alexander Daigle	20	16	17	19	72
Tom Chorske	22	16	17	19	74
Rob Gaudreau	19	13	11	14	57

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Radek Bonk	17	13	19	19	68
Pavol Demitra	20	14	11	11	56
Trent McCleary	19	11	16	17	63



Detroit Redwings

Superstars	Speedsters
88 Sergei Federov	25 Sergei Federov
83 Steve Yzerman	
83 Keith Primeau	
81 Dino Ciccarelli	
79 Bob Errey	
Shooting Stars	Strongmen
23 Sergei Federov	25 Keith Primeau
23 Steve Yzerman	25 Dino Ciccarelli
D-Man	Netminders
25 Igor Larionov	
	GAA Save%
	Mike Vernon 2.24 90.6
	Chris Osgood 2.43 91.1

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Igor Larionov	17	17	11	25	70
Slava Kozlov	19	17	16	17	69
Sergei Federov	25	23	17	23	88

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Steve Yzerman	23	23	14	23	83
Keith Primeau	19	20	25	19	83
Dino Ciccarelli	19	17	25	20	81

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Kris Draper	19	13	17	20	69
Bob Errey	20	16	20	23	79
Greg Johnson	17	16	16	17	66



San Jose Sharks

Superstars	Speedsters
9 Chris Tancill	25 Jeff Friesen
78 Owen Nolan	
Shooting Stars	Strongmen
19 Owen Nolan	23 Chris Tancill
	23 Owen Nolan
D-Man	Netminders
23 Chris Tancill	
	GAA Save%
	Chris Terreri 3.70 88.3
	Arturs Irbe 3.56 88.5

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Darren Turcotte	20	17	11	19	67
Jan Coloun	19	17	14	19	69
Ulf Dahlen	14	17	14	19	64

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Jeff Friesen	25	14	16	20	75
Ray Whitney	19	16	14	19	68
Owen Nolan	19	19	23	17	78

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Chris Tancill	17	16	23	23	79
Shean Donovan	20	13	13	19	65
Victor Kozlov	20	11	14	20	65



Dallas Stars

Superstars	Speedsters
80 Benoit Houge	22 Greg Adams
	22 Benoit Houge
Shooting Stars	Strongmen
20 Mike Madano	22 Benoit Houge
D-Man	Netminders
20 Brent Gilchrist	
	GAA Save%
	Andy Moog 2.94 90.0
	Darcy Wakaluk 3.23 89.4

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Mike Madano	19	20	14	19	72
Todd Harvey	14	14	13	17	58
Greg Adams	22	17	16	17	72

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Joe Nieuwendyk	17	19	13	17	66
Grant Marshall	17	13	16	19	65
Brent Fedyk	14	16	16	19	65

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Benoit Houge	22	19	22	17	80
Jere Lehtinen	17	16	16	17	66
Brent Gilchrist	17	16	17	20	70



New York Rangers

Superstars	Speedsters
92 Mark Messier	23 Wayne Gretzky
82 Wayne Gretzky	
82 Pat Verbeek	
78 Shane Churla	
77 Adam Graves	
Shooting Stars	Strongmen
25 Wayne Gretzky	25 Pat Verbeek
	25 Shane Churla
D-Man	Netminders
25 3 players	
	GAA Save%
	Mike Richter 2.50 91.7
	Glen Healy 3.08 90.0

Forward Line 1

	Speed	Shoot	Str	Def	Tot
Wayne Gretzky	23	25	11	23	82
Jari Kurri	20	19	11	19	69
Pat Verbeek	17	20	25	20	82

Forward Line 2

	Speed	Shoot	Str	Def	Tot
Mark Messier	22	22	23	25	92
Luc Robitaille	17	22	16	17	72
Alexei Kovalev	20	17	16	17	70

Forward Line 3

	Speed	Shoot	Str	Def	Tot
Sergei Nemchinov	17	14	17	25	73
Adam Graves	16	17	22	22	77
Shane Churla	17	11	25	25	78

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TOP GEAR RALLY

Having trouble finding your way around this top racer? We're here to help!

A nice easy course for beginners, which lets you get to grips with the handling of your car without providing too much in the way of difficulty. It also introduces you to the shortcuts – the first is fairly obvious, but the second is more subtle!



1 Not long after the start, the road forks. The left-hand route goes into a tunnel, but it's the right-hand road you should take. The corner may be a little tighter, making it harder for beginners, but hell, you've got to learn sometime – and this way is a lot shorter!



2 The first shortcut of the game! As you round the corner and see the beach ahead, you'll also see a gap in the fence. Just drive through it onto the sand, and aim for the end of the cliff ahead to rejoin the road, having cut out a long corner!



3 This shortcut is a bit harder to spot, so watch out for the fence on your left as you approach the third corner after exiting the gap, then follow the fence up the field to rejoin the road at the top.



4 This tunnel can be slightly tricky at first, because the sharp left-hand turn often makes you slam into the outside wall. As you approach the tunnel entrance, move to the right side of the road and aim for the inside of the corner.



5 As you leave the tunnel, there's a hump in the road that pitches fast-moving cars into the air. Make sure you go over it straight-on – if you're at an angle, you can end up crashing into a wall when you land and losing valuable time!



Players
1-2



Cartridge
96M



Memory
Yep!

Publisher:
Developer: Boss Game Studios

Nintendo
Developer: Boss Game Studios

Game type:
Origin:

Racing
USA

Released:
Price:

Out now!
£59.99

A blast through the South American rainforest, past ancient Mayan temples, is the cue to start getting to grips with powersliding. The muddy tracks offer a lot less grip than tarmac roads, so set up your car accordingly!



1 There are two cunningly-hidden shortcuts past the first corner. The first is reached by going over a small embankment – watch out for the tunnel entrance on your right. At the bottom of the track is a dirt road, which curves around to the right before rejoining the main road.



Top Gear
Rally

93



JUNGLE



2 Another tunnel leads down to the dirt road. You have a choice of routes at the bottom – go right and join up with the route from the first shortcut, or go straight across and join the main road. Don't go left, as it's a dead end!



3 Rather than staying on the road, drivers who head up onto the grass (there's a small ramp to help guide you) can cut several seconds off their time. You can rejoin the road ahead at any point, but be warned that you have to jump down, so make sure you're going in a straight line.



4 This tunnel is fairly easy, the only tricky bit being the statues that line the walls. If you hit one you'll come to a very sudden stop – so don't hit one!



5 This whole section of the track runs through swampland. You can cut across the open water, but the loss in speed outweighs any possible time savings. Instead, if you cut the corners as far as the puddles, you can minimise your time through this area.

A truly annoying course, because of all the bumps and rises along the side of the narrow track that can easily flip your car over! It does have the saving grace of the best shortcut in the game by miles, though. And some balloons.



DESERT



1 Coming around this corner after cross the first bridge, you have to be totally accurate with your positioning – too far to the left and you'll clip the kerb and go spinning into the air, too far to the right and you stand a good chance of catching the wall and crashing head-on into the bridge abutment ahead. If in doubt, slow down!



2 It's the only shortcut on this track, but it's a doozy! After leaving the city and cresting the rise, look out for an old house on the right. A track leads off into the woods – follow it to cut out some very sharp corners. All you have to do is avoid the trees...



3 Aah, aren't they nice? Every racing game must have some hot air balloons floating above one of the courses – it's the law!



4 This is an evil bit of track! If you take to the air as you go over a crest in the road, you stand a good chance of smacking into the rock pillar. Even if you miss this, it's still easy to crash into the arch! Either way, you come to a dead stop and have to mess about for ages getting going again.



5 Which way to go, which way? Go left. There isn't really much difference between the two distance-wise, but the left route avoids a sharp turn which can slow you down.



Players
1-2



Cartridge
96M



Memory
Yep!

Publisher:
Developer: Boss Game Studios

Nintendo

Game type:
Origin:

Racing
USA

Released:
Price:

Out now!
£59.99

The most scenic course in the game, and also the most hilly – it goes up and down like Warren Beatty's arse. There are no shortcuts as such, just a choice of routes about two-thirds of the way round. The shortest route of this highland fling is, as you might expect, the most difficult to navigate...



MOUNTAIN



1 This is just the first of many hairpins you'll encounter on this track. Skilful powersliding can get you round with little or no loss of speed, but in Championship mode other cars are often taking up the best line, so watch out!



2 Another hairpin, this one with a motel conveniently located right on the turn. It's a good job that barrier's strong, otherwise it'd be a drive-through!



3 Here's where you have a choice of routes. Going right is easier, and lets you get up to a very high speed, but is considerably longer than the other road. The left route, however, is incredibly steep, and if you're not 100% accurate with your steering you'll clip the side and take a flying lesson!



4 This muddy track is about the steepest road in the game. Careful use of the brakes is essential if you're to negotiate it without hitting the sides. Don't be tempted to put the hammer down when you emerge – there's a hump just past the exit which will send you into a wall!

6 Just before you cross the finish line, there's this tricky little chicane to get through. It might not look like much, but it's easy to misjudge the last corner and hit the barriers!

5 Another steep hill, though not as bad as the shortcut. Again, keep your speed down until you've passed under the bridge to minimise your chances of hitting the sides.





Top Gear Rally

96



1 This giant dumptruck marks your first choice of route. Going left takes you through two tight corners towards the tunnel, going right takes you to the dockside either by a quarry or the sewers. Hmm, fragrant!



2 After emerging from the tunnel, this raised bridge can catch you unawares. As usual with jumps, make sure to hit it straight-on so you don't spin in mid-air.



3 Once you pass the grim walls of the inland dock, you can cut across this sandy area to save time. Watch out for the bulldozer, and be prepared for the very tight corner once you leave the sand.

This secret track, available only to either supreme racers or dirty cheats, is the biggest in the game, and also has the largest choice of routes you'd want to go for a holiday, being a filthy industrial zone with docks and power plants, but it makes for a tough challenge!

10 Another huge dumptruck waits in front of you, but this one blocks the road. You can either veer right onto the beach and avoid it, or do some stunt driving and go between its wheels. Be warned – if you screw this up, you'll have to reverse out and go onto the sand anyway, so get it right first time!



STRIP MINE



4 There's a second shortcut right after the first, but it involves making a very tight turn! By cutting across another strip of sand, you can avoid a couple of annoying hairpins.



Players
1-2



Cartridge
96M



Memory
Yep!

Publisher:
Nintendo

Developer: Boss Game Studios

Game type:
Origin:

Racing
USA

Released:
Price:

Out now!
£59.99



9 When you see these bulldozers, you have a fast decision to make – go left down the narrow detour, or weave between them and head along the bumpy road under construction? They both emerge just before the garage, so it's up to you!



8 There's a jump on the right-hand lane of the dock road as you pass the cargo ship. Pointless but fun, so why not go for it?



7 If you took the right-hand road at the first junction, you can still get into the tunnel when you see this crane by cutting across the sand and heading to its left. Otherwise go straight ahead to reach the docks and the aircraft carrier.



6 What an incredible smell you've discovered! The sewer actually has two levels, one above the other – a ramp propels you to the upper deck if you're going fast enough. The only difference is that the upper level is slightly less waterlogged, so you can go that little bit faster.



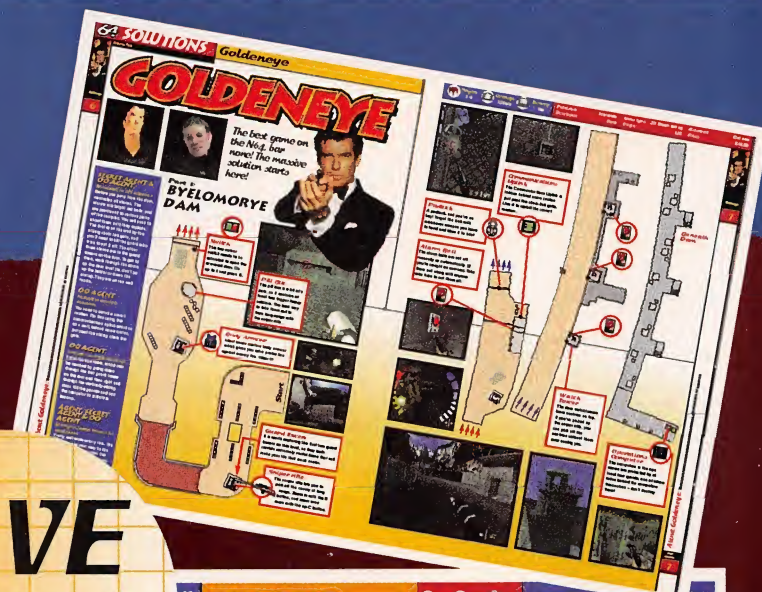
5 At several points through these bends, the route splits into a high road and a low road. Most of the time it doesn't matter which you take (the low road is shorter, but the turn is sharper), but on this one it's always best to go high, as you don't have to drive between the tracks of this monster JCB!





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SHADOWS OF THE EMPIRE



The ultimate guide to the epic N64 *Star Wars* game! "Use the Force" and other tired cliches as we take you through the full list of where to find every challenge point. Oh yes.

Players
OneCartridge
64MMemory
Yep!Publisher:
Developers:Nintendo
LucasArtsGame type:
origin3D Platform
USAReleased:
Price:Out now
£59.99

THE BATTLE OF HOTH

3 CHALLENGE POINTS

● The breathtaking introduction to *Shadows of the Empire* has Render leading a squadron of Rebel snowspeeders helping keep the Imperial ground attack in check as the fleet escapes. Initially, Probots and AT-STs need to be eliminated, but when the first intruders have been dispatched, the gargantuan AT-AT walkers enter the fray, swiftly decimating the rebel defences..

At full pelt, your speeder whips above the snow like a bullet, but slamming on the air brakes pulls the craft back to a slow attack pace, and alternating speed thus is essential to evading enemy fire. Rolling left or right with the joystick, the appropriate air flaps wink open or shut to steer you, and even your wing men provide invaluable assistance, finishing off weakened enemies and joining in on attack runs. The criss-cross of red (Imperial) and blue (Rebel) laser fire makes for a chaotic battleground, smoke pouring from your fuselage if hit, but blasting the heads of probots and AT-ST walkers on initial attacks is easy enough. However, when the gargantuan AT-ATs lumber onto centre stage, serious thought is required. Head mounted blasters recoiling, AT-ATs require an enormous amount of accurate head



hits to kill, but if you're feeling lucky (and want to earn the challenge points), you can swoop to ground level and shoot a harpoon to their underbellies. Judge correctly, and the scene cuts away to a rotating movie pan, as you attempt to circle the monsters three times, still avoiding enemy fire yet keeping your lasso tight enough to entangle and topple them.

Whipping between the legs of an AT-AT, slamming on the air brakes, then blasting the head from a rogue AT-ST is as much fun as you can get, but although it's tempting to rush centre-stage blasting initially, it's more fruitful to circle and plot, picking off the weaker AT-STs and probots from the periphery of the battleground, so that no-one's sniping at you when you're trying to bring down the AT-ATs. It's all too easy to chart an attack route on the rear of a lumbering AT-AT without noticing three scout walkers have circled you, and the buffeting you'll receive as they let loose a salvo of lasers is both thrilling and terminal, as your snowspeeder kisses snow in a looping wipe-out of flames. At all times, you should refer to your enemy scanner, to spot anything sneaking up from behind, and if you get caught in crossfire, just hit the floor and accelerate to the edge of the play arena, alternating height and speed to avoid enemy fire.



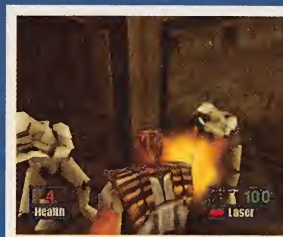
Use your snowspeeder cable to wrap around the legs of the approaching AT-ATs. Cool.



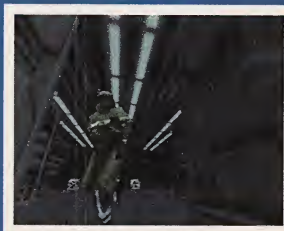
Directing Your Movie



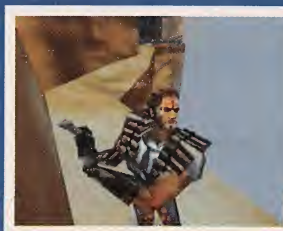
Angle the camera to get the best views of the action.



You're never left wandering where to go or who to shoot...



Dark sections usually mean danger and storm troopers hiding.



You play Dash Render, all round good guy.

LucasArts are famed for their attention to detail, but the multitude of camera view options available to *Shadows* (accessed through the D-pad) not only massively enhance the pleasure of exploring the game, but also need to be experimented with so that you can judge when a new perspective might make a certain section easier.

The straight 'Doom' first-person selection may appear attractive at first, being slightly faster and immediate than 'following' Dash, but even on Echo Base, the frequency of crevices to jump and narrow gantries to negotiate make the over-the-shoulder cam far more useful, enabling you to judge your position with great accuracy, essential for some of the Marioesque 3D puzzles.

Equally useful on occasion is the overhead cam, particularly exploring the nooks and crannies of Gall Spaceport, although violent vertigo may be experienced. Even the narrowest ledges seem much more approachable with this camera option (making sure you just nudge the analogue stick to slow Dash down to a slow walk), although, obviously, combat with this view selected is very tricky, and you'd best have seekers selected if you're making protracted use of this view.

The movie cam is without doubt the most thrilling way to edit your adventure, but only the most skilled player will be able to cope with the fast cuts and new wave angles common to this option. It looks fabulous, but you've little chance of hitting a damned thing, whilst jet pack flight is nigh on impossible, as the camera weaves around Dash at a giddy pace.

For the Snowspeeder and Swoop bike sections, there's little to choose between the cockpit and over-the-vehicle views, although keeping your respective craft on screen it seemed slightly easier to negotiate between AT-AT legs without damaging your paint work, or aiming for ramps on Mos Eisley on your swoop, and everything looks more fun too.



There are many tricky jumps you must make to get the challenge point in this level.

For the Outrider asteroid and Skyhook section, the cockpit view is the wiser choice over the external view. Whilst the spinning, rolling display of your fighter is impressive, it inevitably blocks a small portion of your display, plus the cockpit HUD is excellent for identifying each ship you're targeting.

Shadows of
the Empire

101

Shadows of the Empire Solution

page
number

101

ESCAPE FROM ECHO BASE

10 CHALLENGE POINTS

Despite your efforts, the Imperial ground force have penetrated Echo Base, and as snowtroopers and probots sweep through the complex looking for stragglers, you must find your spaceship, the Outrider, which is waiting on the far side of the base with your trusty droid, LE-BO2D9 (Leebo). However, the Imperial attack has prompted an automatic shutdown of many of the hangers, and before Dash can escape, he must first locate the back-up generator and activate it, so that the hanger doors to the Outrider can be opened.



The red cylinders mark this area out as a medical centre. There's a secret panel opposite this tank.

Challenge Point 01

Past the snowspeeders in the first hanger, a second larger hanger is packed with snowtroopers and a fleeing Millennium Falcon. Polish off the soldiers, shoot all the crates to collect power-ups and health. Turn back to where you entered the hanger as the Falcon escaped, and take the tunnel on your right, blasting snowtroopers until you

arrive at a door. Throw the switch and run through blasting, as there's an ambush squad directly behind the door. This is the medical room, recognisable by the cylinder of red bacta fluid which fans will recognise Luke being treated in. Opposite the bacta tank there's a panel to a secret room. In here, you'll find the first challenge point and a full health pack.

Challenge Point 02

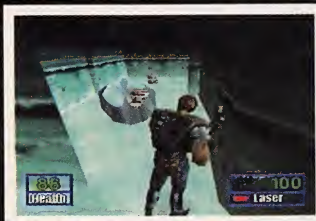
Exit the bacta room through the far back door and go through the corridor. You can detour into the room on your left if you wish, to shoot up the Wampas (don't let them escape and wander around), but otherwise, continue down the corridor until you come to another room on your right blocked with a collection of crates. Shoot away all the crates and you'll reveal a tiny room where you'll find a Wampa, the second challenge point and some twenty-point health packs.

Challenge Point 03

Get back into the corridor you'd been exploring, and continue down it, veering right until you arrive at a massive bridge, which leads into the main intelligence complex. There's plenty of snowtroopers and probots guarding the bridge, and if you don't want to use your seekers yet (they're best saved for later), your best tactic is to run for them with blaster drawn, as even on the highest skill level, you're a difficult target to hit when running. When the gunfight's ended, and before crossing the bridge, edge towards the far right side of the ledge to collect the third challenge point and a seeker ammo pack.

Challenge Point 04

Move across the bridge, veer left carefully negotiating the narrow cliff edge, gently nudging the analogue



Shoot the wampas and continue down to the crates which need to be blasted. Inside is the challenge point.

stick so that Dash just tip-toes, and you'll enter a cave guarded by probots and snowtroopers. Follow it through to the right and you'll soon discover the fifth challenge point. If you're getting shot at whilst edging about, don't push into a sprint and start dashing about. Remember, it's better to lose a bit of energy taking hits than losing a whole life through falling off the ledges. The hovering probots and snowtroopers shooting from high ledges force you to master the trick of holding the Z-button to 'track' your blaster fire horizontally and vertically.

Challenge Point 05

Go back along the ledge veering right to cross the main chasm until you arrive at a tunnel. At the end of the tunnel there's a large circular lift which you should enter, as this ascends to the higher level of the administration zone. Exit the lift and you'll find yourself in a massive room with enormous, static gear shafts (which will be activated when you find the back up generator). Follow the inside circle of the right gear shaft until you find the fifth challenge point at the back right.

Challenge Point 06

Return to the doorway where you entered. A flight of metal stairs lead onto a huge section of scaffolding, patrolled heavily again by snowtroopers and probots. Where the catwalk divides left and right, there's an opening which you can run and jump towards, to collect the sixth challenge point, and a welcome 20 point health bonus.

Challenge Point 07

Jump back onto the catwalk, and follow it around 180° until you



reach a switch-activated lift that is opposite and behind the room you've just got a challenge point from. Instead of taking the lift, first follow the catwalk away from the elevator, that extends between two of the six gear shafts. Halfway between these two shafts, jump onto the right gear shaft, and follow it around until you locate challenge point seven. You'll also come across an extra life, 20 point health pack and seeker ammo pack.

Challenge Point 08

Walk back around the shaft until you can see the next cog shaft, across the stair gantry. Jump over onto this shaft, veer right and you'll find challenge point eight and an extra life. Carefully negotiate your way back to the main stairway by jumping up the concentric walls that circle around this cog.



Challenge Point 09

Follow the gantry back to the switch activated elevator. This leads up to the heavily guarded generator control room, so get the weapon selected you want to use, and as soon as the door opens, run in blasting. You'll see six switches, in two sets of three in the centre of the room, but ignore these until you've wasted all the occupants. Then activate all the switches to get the base's generator running again. Leebo will tell you that it's time to get to the Outrider.

Take the lift back down to the stairway, and the far opposite door which was previously sealed will now be open, leading into a corridor and on to an ice tunnel. As you enter, the ground will start shaking with an aftershock, and a snowtrooper at the far end of the corridor will start firing. Stay still, on the right side of the corridor, and take him out. The corridor will split, and a chasm will slowly start opening right through the middle of the corridor. Look to your immediate left, and a the ninth challenge point will appear from the crumbling ice. Grab it, then run and jump back to the right side, where an extra life will also have become visible. Remember to keep cool and take your time with jumps. Now sprint down the right side of the





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
origin

3D Platform
USA

Released:
Price:

Out now
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corridor (which is getting perilously narrow) and at the last minute, jump to the doorway occupied by a dead snowtrooper.

Take the lift up and you'll enter the hanger guarded by an AT-ST. (See box-out.)

Challenge Point 10

When the AT-ST is defeated, a previously locked door will be opened. Moving along the corridor, scattered with snowtroopers, you'll see a juncture leading right blocked by crates. Destroy these to enter a cave, and be prepared to dispatch a rogue Wampa. You'll see challenge point ten across a fairly wide chasm. Take your time (remembering not to steer wildly whilst mid-air) and collect your final reward.

Turn back into the main corridor, and prepare yourself for the final skirmish. At the end of the corridor, you'll enter the Outrider's hanger, but three snowtroopers are ready and waiting at the entrance hatch. They're far enough away that you can take them in a running attack

with little chance of taking damage yourself, but it's not over once you get aboard your ship. Make for the cockpit at speed, shooting, and you'll dispatch the last snowtrooper who's waiting to catch you unawares.



After you kill this wampa, you should be able to see the last challenge point over the large chasm.

BOSS AT-ST



Whilst the AT-ST packs a tremendous punch, with rapid firing, powerful front-mounted blasters, it does have an Achilles heel: its belly. If you circle and attack from a distance, it can easily match your movement and keep hammering you. The key is to overcome your fear (as Yoda might say) and head straight for its legs. If you keep pace and stay directly beneath the chicken walker, you'll stay out of range of its blasters, and can blast away at its unprotected belly. Using your blaster, you can wear it down in a couple of minutes, but if you've plenty of seekers, you might want to indulge yourself. Although the AT-ST, like all the bosses, can jam your seeker preventing you from targeting from afar, if you just shoot missiles at point blank range (remembering to turn the seeker-cam off in your main menu) you can destroy the machine in three or four shots.

Alternatively, you can make use of one of the exceedingly rare invulnerability shields, which is located on the narrow gantry running along the wall of the hanger (reached by climbing up the crates). This is a bit of a fool's errand, as scampering along this ledge leaves you open to attack, but there's plenty of power-ups along here (and in the crates) so if you feel like blasting the AT-ST straight in the face and not getting any damage yourself (for about thirty seconds), this might be considered the hero's plan of attack.

The same method of dispatching the AT-ST can be employed with all subsequent confrontations, i.e. midway through Gall Spaceport.

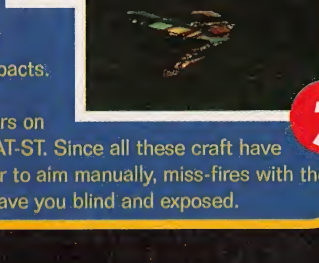
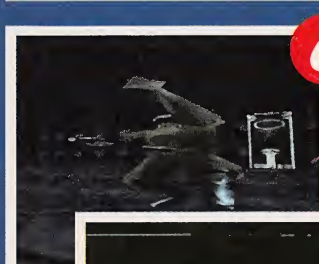


Nothing beats a good blaster at your side, kid

Han Solo may have been right to dismiss the 'hocus pocus' of the force in Star Wars, since Shadows has none of the mystical clap trap promised for the PC's Jedi Knights, but the trusty Blaster [1] is just the first in a whole arsenal of fabulous sci-fi weapons scattered through the game. Soon your armoury is bolstered by a Flame-thrower [2], useful for close range, slow death of enemies (particularly effective against Wampas), Pulse Cannon [3], an inaccurate but powerful scattershot of energy bolts, Stunner [4], which sends out a ripple of freezing energy, and Disruptor [5], a devastating cannon

which when fired, sends concentric circles of energy around your whole location, converging to erupt in a blinding explosion. Most enjoyable, however, is the Seeker [6/7]. This heat-seeking missile hunts human enemies ruthlessly, and if directed straight at an AT-ST or probot, can cripple even mechanical foes. It also has strategically uses. Flip on the seeker cam option in the menu, and when you let loose a shot, the screen cuts to a stretched, green POV, strapped to the missiles nose, rushing towards a wall, abruptly snapping 90° as an enemy is located, then accelerating towards its prey, the screen flashing as the victim crumples. It's possible to hide around corners or safe zones, and launch a seeker just to preview who or what is around the corner, making these the most valuable pickups available. And it's such an incredible rush to wipe everyone out with them, they become a serious narcotic.

Fun as the Seeker cam is, in claustrophobic or densely populated areas, it's better to turn it off, as with the camera on, you can't manoeuvre Dash, and if your missile should malfunction and target on a distant point, you'll be a sitting duck, listening to laser fire hitting you but incapable of movement until your missile impacts. This is especially important to remember if you're using seekers on bosses, such as Slave 1 or an AT-ST. Since all these craft have electronic jammers, forcing you to aim manually, miss-fires with the seeker cam on will inevitably leave you blind and exposed.



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ASTEROID FIELD

6 CHALLENGE POINTS

● Whilst Luke Skywalker has successfully sneaked past Imperial forces circling Hoth to flee to Dagobah, Dash's high profile escape from Echo Base has attracted a legion of TIE fighters and Star Destroyers. Inspired, no doubt, by the heroics of Han Solo, Dash decides to shake off his pursuers in an asteroid belt, and with Leebo plotting a course, Dash mans the gun turrets of the Outrider...

Whilst it's initially disappointing to find yourself as gunner rather than pilot in this section of the game, the abundant pyrotechnics provide some compensation.

Whilst the external view lets you admire the elegance of your starship, the cockpit view proves much more useful, with no obstructions to your field of mission, plus impressive HUD graphics which detail whatever craft you happen to be targeting. A small graphic of your ship on the bottom left of the screen shows the damage rate of the Outrider, from green to red, and each time you shoot an enemy, the kill tally is scored. Sixty TIE fighters and twenty TIE bombers need to be

taken out to complete the level.

As well as a rapid firing blaster, your principle weapon is the missile launcher mounted on the Outrider's belly. Missiles obliterate enemy ships and asteroids, but after each batch of five launched, you'll have to wait for about fifteen seconds for a new batch to be loaded. The targeting system blinks with a lock,

so be sure to wait for the guaranteed hit rather than blasting indiscriminately. Ideally, missiles should be saved for the highly manoeuvrable fighters,

especially when small groups are locked in a tight flight path, as one missile can take out several of them at once. Wasting missiles on TIE bombers is pointless since they're so slow, but keep an eye on your scanner to check for their bombs. These green, fluorescent thermal detonators, once dispatched, explode when in close proximity.

Since you're on a pre-set route, this basically means that you have thirty or so seconds from a bomb being dispatched to it exploding, so remember to keep circling 360°. A few bursts from your blaster will destroy the bomb, so it explodes harmlessly out of range.

Challenge Points 01-06

Six asteroids contain the six challenge points, and it takes an eagle eye to spot them all. Challenge point asteroids are red, which might seem a give-away, but they tend to hover and spin behind larger, neutral rocks, and often you'll only see the tip of a red asteroid. This makes debris clearing essential. Even non-threatening asteroids need to be pulverised to ensure a clear view, and you must





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Original

3D Platform
USA

Released:
Price:

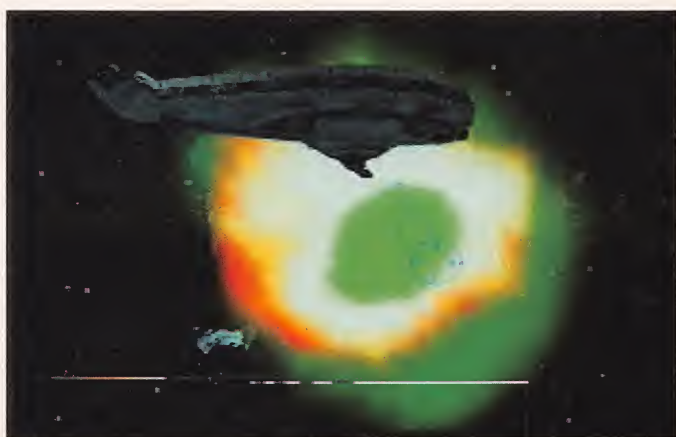
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also keep circling through your entire field of vision, since challenge point asteroids don't hover around indefinitely. If you don't spot each one within thirty seconds of it arriving on the starfield, it will be out of vision (And range) for good. Blasting the challenge point asteroids from afar, they'll take almost twenty hits from your lasers, but if you catch one close up with a missile, they'll shatter with one hit.

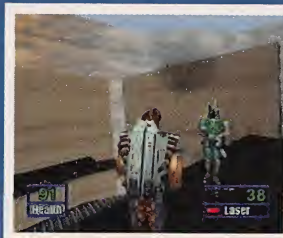
The key to getting all six challenge points is in methodical searching of your horizon, accurate

and sustained clearing of all asteroids and immediate destruction of any mines, whilst, of course, taking out all the TIE fighters and bombers. On easy skill setting, fatal damage is difficult to achieve, so ineffectual are the enemy blasters, but spotting those elusive six red asteroids is still tricky, and on high skill levels, the Imperial ships deliver a punishing attack. And finally, don't weaken an asteroid with a few laser blasts then come back to it later: they regenerate after a few seconds.

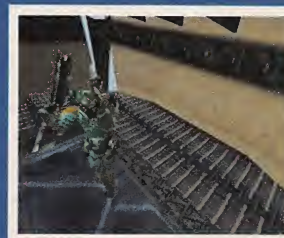


Asteroids are a major pain and must be avoided in this section.

Flight Control



There's no way you'll defeat Boba Fett without the jetpack...

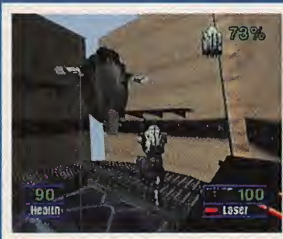


... **As you'll** need to fly from platform to platform to avoid him.

The most important pick-up in *Shadows* is introduced halfway through the mammoth Gall Spaceport level, and is available for the majority of the subsequent *Doom* levels. The Jetpack is activated with the yellow C< button, powered with the blue A button and steered with the analogue stick. Once you power it up, an icon in the top right of the screen shows the fuel available per flight descending from 100%, and each time you deactivate the pack (even in mid-air, if you want to drop a short distance), the percentage will slowly crawl back up to maximum. The key to mastering this tricky flying machine is in making small movements, exploiting the accuracy and sensitivity of the analogue control stick, so that you fly in straight lines and avoid waggling from side to side in favour of tight, controlled manoeuvres. There are several sections that require huge chasms to be negotiated, which demand every last drop of fuel and in such cases, it's best to take a running jump, activating your jet pack at the last second, when you're at the highest arc of your leap.

If you're descending deep chasms, common to the sewers, remember that you can keep turning your jet pack on and off, alternately falling (allowing your jet pack to recharge) then powering up to slow your descent. Instinctive use of your jet pack is essential if you're to truly master some of the trickier corners of the *Shadows* world, with Gall spaceport (culminating in the Boba Fett showdown) providing the greatest challenge to novice aviators, so take the time to explore and practice safe areas to master the sensitive control

system. And don't forget, whilst underwater, the fuel display converts to an oxygen count, so be sure to pop to the surface once in a while to top up on air.



After Boba it's time to defeat Slave 1 - again, impossible with the jetpack.



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Volume Three

ORD MANTELL JUNKYARD

12 CHALLENGE POINTS

• A troubled period of time for the rebellion has elapsed since Dash's escape from Hoth. Han Solo has been captured and appropriated by the bounty hunter Bobba Fett, and Dash has been hired by Princess Leia to hunt down the hunter.

Fett was last seen battling with the rival bounty hunter IG-88, over the prize of Han Solo, at a salvage plant on Ord Mantell. Dash hitches a ride atop a guarded supplies train which is headed to the junkyard where IG-88 is holed up...

Ord Mantell junkyard provides a tough challenge even on the easiest skill setting, with the 'train surfing' action proving particularly tricky to get the hang of, and collecting the twelve challenge points (nine on the trains, three around IG-88) multiplies the difficulty by a factor of ten.

Getting used to running and jumping from carriage to flatbed to boxcar takes a while, and the most important factor is not moving in



To get the challenge points in this train section, you must be prepared to leap up to catch them as you thunder past.

mid-air. If you leap for a moving carriage at 90°, only to realign yourself mid-air, you're bound to slip onto the tracks, so making direct jumps and sticking to their trajectory is essential. The over-the-shoulder view is by far the best

way to play this section, so you can judge your leaps precisely, pressing the jump button at the last minute.

The abundance of assassin droids and IG drones also accelerate the difficulty level. Assassin droids stay still, waiting at

lay-bys, but the moving train that you're on makes targeting far trickier than on Hoth, so be sure to use the Z-trigger to hold your position and track with the (effectively) moving target. These droids unleash powerful laser blasts, and if you pass one face to face, you'll take masses of damage.

IG drones are not only numerous, but agile and extremely fast moving. They appear on the horizon, firing inaccurately, but by the time you reach them they'll be darting all over the place, even trailing behind and shooting your back, so make sure you don't let any pass your field of vision, as turning around to dispatch them leaves you open to disaster with the many overhangs and electrical fields that are you're heading towards.

Try to avoid jumping at angles, when train turning corner etc.....

Challenge Point 01-03

The first three challenge points are all grouped within a few hundred meters of each other. Ducking and jumping overhangs and bridges,





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
Price:

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they appear in the centre, the left and then the right. They're all tricky to spot against the dirty orange sky, and if you miss one, you'll have to either ditch a life to start again from just before the section you died at, or restart and try again (returning to your save position number of lives).

Challenge Point 04

After you've passed the red force fields, which should simply be shot from a distance to deactivate, a boxcar guarded by an assassin droid will pull up on your left. Shoot the droid through the open side

The train eventually leads to the ore processing plant. Which is good.



Be careful once the train stops because the level boss: IG88 is about to leap out and attack!

hatch, then run and jump across, and collect challenge point four.

Challenge Point 05

Run forwards through the hatch, and jump to the attached flatbed to pick up an extra life. Another flatbed will appear, which you should jump to immediately, before your current track runs out. Another life will appear on a parallel flatbed for a short while if you fancy taking the chance. When you see the gigantic opening of a tunnel appear over the horizon,

keep your eyes trained for challenge point five, floating in the middle of the air slightly above you.

Challenge Point 06

Once you've passed through the mysterious, sprawling tunnel, another train will approach from the left and behind, gradually drawing parallel. Get on board fast, and you'll find challenge point six floating above a train guard. Your next train connection will not be available indefinitely, so move quickly for the following two challenge points.

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**Challenge Point 07**

Jump into the next boxcar and climb onto the roof, where you'll have already seen challenge point seven. Carefully negotiate the narrow ledge to collect it.

Challenge Point 08

Onto the final boxcar, and challenge point eight is guarded by another stick wielding thug.

Challenge Point 09

You'll pass through another large complex, then a flatbed pulled by an engine pulls up, with another guard on it. Kill the guard, and make a running jump for the right side of the engine compartment. Scoot round to collect challenge point nine. Then edge your way around to the left side, and wait for the train to catch up with the final flatbed. Shoot the guard, jump on board then take a breather as the cut scene shows the junkyard's gates being blasted open.

Challenge Point 10

Inside the junkyard, avoiding face to face encounters with IG-88 are of paramount concern (see end-level boss), but there are still three more challenge points to collect.

BOSS IG-88

After the relatively dumb AT-ST boss, IG-88 comes as something of a shock. Not only is he formidably armed with lasers and a flamethrower, he's also very nimble, and quite happy leap to massive heights or give chase at high speed.

The only advantage you have only this bounty hunter, is his incessant, electronic chatter, as he squeals noisily wherever he is. In the dank chaos of the junkyard, where he's well camouflaged, his noisiness provides your best clue to his location.

Once you've collected the challenge points, and presuming you've squandered the invulnerability charge (which is absent on all skill levels except easy), your best chance is to hide out on one of the uppermost gantries running along the left and right sides of the junkyard, so he can't attack from above or behind. You're own flame-thrower and blaster are pretty ineffective, although the blaster's handy fro long distance weakening, but when he appears (and inevitably rants for a few seconds before attacking) run straight up to him and slam some seekers into his chest at point blank range (making sure the seeker cam is off) then run like hell. If you're quick enough, you might kill him with three or four hits, if not, run to the opposite gantry and repeat the process. You're

unlikely to get out of here
without losing at
least one life,
but

remember, if you die, his damage still remains. If you're feeling particularly confident, you can try and stalk him with your blaster, wearing him down gradually, but it's so easy to lose him for a few seconds then be the victim of a surprise attack yourself (which can take a life in a few seconds) that such stealthy tactics invariably fail. And considering how much effort it takes to go through the train surfing level again collecting all the challenge points, a quiet life of minimal sacrifice should be recommended.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
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When you get off the train on the left side, take the hatch at the far left that leads up to the main junkyard. At the top of an inelegant pyramid of rubbish, accessible by a plank, you'll see challenge point ten. It's incredibly tricky to negotiate this narrow, highly exposed ledge with IG-88 giving chase, but you must collect the challenge points before you overcome the bounty hunter. Once he's been defeated, the game automatically runs into the next section of the story. If you jump up to the ledges on the far left of the garbage pit, you'll find a flame-thrower ammo pack. You'll also come across several health packs scattered around this area, so

take the time to shake of IG-88 and get your health up to maximum.

Challenge Point 11-12

On the other side of the track a series of ladders and concentric ramps lead up to two black cauldrons. The one on the right has an invulnerability shield (on easy mode), both contain challenge points, and both contain molten lava, which saps your energy as soon as you fall in. Grab the point from each, open the door quickly and you should be able to get out of each one without taking too much damage.

Live a little



As well as being tucked under ledges or hidden in lockers, many power-ups can be found inside the blue, black and crimson crates common to Echo Base and The Suprosa, but remember to make sure the crates aren't required for climbing out of your level before blasting them.

As well as ammo for your assorted cool weapons, there are five types of health power-up available. Most common is the small health kit, which although offering just 10 health points, are usually found in clusters of half-a-dozen or so, whilst the more bulky large health kits are rarer but offer 20 points of energy.

Health restore kits are rarer still, but give a 100% health boost, and if you find one, consider your current health status. If you've above 50% left, try to save this and come back only when it's urgently required. On later skill levels particularly, prudent use of first aid kits (and ammo) is paramount to success.

Most fun is the Invincibility Pyramid which you'll find on the ledge near the AT-ST in Echo Base, and the second cauldron prowled by IG-88 at Ord Mantell Junkyard (on easy mode).

These give you about a minute of free time to hammer your respective opponent without taking damage yourself, but be sure to watch the shield around your character icon. Once it starts dimming, it's time to play chicken again.

Spinning, crimson Rebel insignia are the most welcome sight, as they reward you with extra lives. These tend to be hidden pretty deep in the game, in areas non-essential to level completion, but they're obviously well worth searching out. Remember, your save positions on each section record the lives you've retained, and it's often worth going back into completed sections to finish them again with maximum lives, to make the subsequent section easier. The train surfing ride to Ord Mantell Junkyard offers a particularly generous amount of extra lives to reward skilful carriage jumping, and marks a good point to stockpile them.



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GALL SPACEPORT

15 CHALLENGE POINTS

• The defeated IG-88 has revealed that Boba Fett has taken refuge at an Imperial base on the bear barren moon of Gall, to repair his ship after his own battle with the mechanoid bounty hunter. With the Imperial forces alerted to his mission, Dash hides the Outrider in Smuggler's Canyon, on the desolate outskirts of Gall spaceport, and prepares to storm the complex on foot, determined to locate the notorious bounty hunter and claim his cargo of the Corellian smuggler, still frozen in carbonite...

Without doubt the fiercest section of the game, Gall spaceport not only offers some of the most complex and hair-raising challenge point locations - across massive chasms or tucked way off your normal path - but also the largest number of foes, from stormtroopers and sharp shooting Imperial commandos to sand Wampas and probots. Most significantly, this level is incredibly long, leading from the outskirts of the Imperial base, through the tortuous complex itself, to the docking bay of Boba Fett himself, demanding maximum concentration and cool headed tactics. Mastery of the new toy, the jetpack (see boxout) provides the key to collecting all fifteen challenge points and escaping Gall with as many lives remaining as possible. This is a good level to use the seekers you should have been saving up until now.

Challenge Point 01

Whilst it's tempting to hide out in the retrofitted interior of the Outrider, Leebo practically throws you out, but the first challenge point is simple enough. There's a



The first challenge point is at the rear of your ship.



Leap over a series of small platforms suspended over a great chasm to reach the second challenge point.



You can jump to this secret room with the third challenge point, but it is better to come back here when you've got the jetpack.

small rock formation just at the rear of your ship, which you can jump up to gain access to the topside of the Outrider, where challenge point one is tucked away.

Challenge Point 02

Get your blaster ready, and sprint around the first corner into the valley, blasting at the probot (ascending from the central gully) and the stormtrooper running in from your right. Take out the gun emplacement and soldier on the far overhang. Run and jump to the left ledge, and follow it around the overhang you've already cleared, take this across, then follow the path up and left, taking out the probot and soldiers, and following the narrow ledge along the cliff face. Along this path, you'll come across a sand Wampa lurking in a cave (ignore unless you need the energy packs, and if so, use the flamethrower), a couple of big jumps to negotiate patrolled by probots (use seekers) until you come to a long, narrow ledge leading over to challenge point two, patrolled again by stormtroopers and probots.

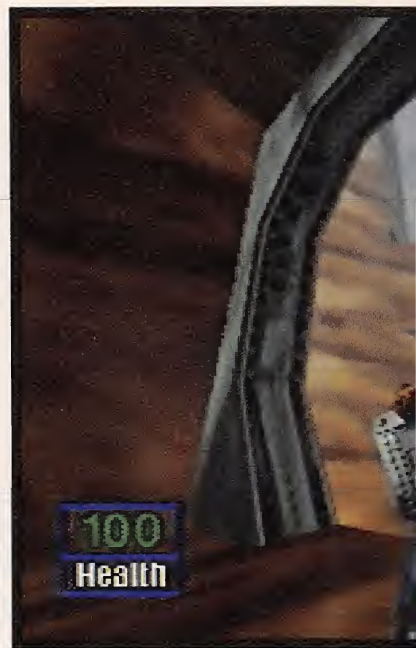
Don't rush over, instead, use seekers or your blaster to clean up from afar. Then run forward until you enter the tiny cave, and be ready to take out another two probots. At the far end of the edge is a health kit. Turn round and carefully jump up the ledges on the right (use the overhead view) to reach the challenge point, and use the same route to get back down.



Don't be tempted to jump across and down because the perspective is misleading, and if even you don't fall down the chasm, you'll lose some precious energy.

Challenge Point 03

Return to the ledge along the cliff face, and push on, using seekers to take out the commandos, until you reach the stormtrooper guarded entrance to the Imperial base. Activate the door and storm the first room, using seekers to take out the two gun emplacements. Work your way up the base with the lifts (make sure to keep looking up to spot waiting stormtroopers) until you reach the exterior, where another blast door leads into the top portion of the base. Take the hover lift across the isolated control panel, activate the switch and now the blast doors will open. Get back across on the lift quickly (if you fall, collect the health kits and take the lift back up, repeating the procedure) and rush into the new portion of the complex, blasting the troopers and seeker droids. An elevator leads you higher, and when





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Origin:

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you reach a long gantry across a huge, mist filled chasm, you'll see challenge point three. Although it's possible to run and jump for it from above, landing on a lower platform, it's more prudent to come back here when you've got the jetpack, to avoid risking lives. If you do wait until you've got the jetpack, you'll also be able to collect the extra life that's floating below the challenge point, in an otherwise inaccessible area.

Challenge Point 04

Keep pushing on until you reach an open set of blast doors. An enormous control tower looms outside. Take the lift at the foot of the tower and ride up, prepared to take out the commando that lurks in the uppermost room. Log into the computer terminal, which will reveal Fett's location, then take the door onto the exterior ledge, where you'll find the jetpack. Use this to fly up to the very top of the tower, where you'll find a welcome selection of power-ups, along with challenge point four.

Challenge Point 05

From this vantage point, looking across the range of buttes scattered through the canyon, you should be able to see challenge point five glittering on the far right. If you can't spot it, fly over to the



Fly using your jetpack to get through this section for Challenge point six.



first, low butte to familiarise yourself with it, then go back to the top of the complex.

Jetting to this challenge point will demand all of your jetpack energy, so take a running jump from the very edge of the complex tower, then power up your jetpack when you're at the highest point of your jump arc. Mid-air, select the first-person view, and concentrate on not wagging at all. Keep powering quick burst of fuel to maintain a steady height, and make minimal adjustments to your direction so that you're straight on the challenge point. It really is a matter of seconds between reaching the challenge point and your jetpack kicking out, but don't panic and oversteer for it, just try and gently drop 'through' it. Now you'll be in freefall, and if you spin out for more than three seconds, the game will cut in a death sequence, so carefully switch the jetpack on and off, to bleed the first few drops of recharging fuel, to stutter and scramble to the butte below and to the right of the cliff face. Be prepared to sacrifice a life for this, the most tricky of challenge points.

Challenge Point 06

Jetpack along the rest of the buttes, until you see the blast door in the far right wall. Take out this soldier with your seeker, then jet over and open the door. From here, there is no backwards access to the level previously explored, so if you haven't collected the first five challenge points by now, go back and get them.

Keep moving upwards, until you reach a skiff docked with your platform. Instead of riding the skiff out of the cave, jet directly downwards, beneath the skiff, gently powering up and down to float lower and lower, until you reach an alcove in the wall with more goodies and challenge point six.

Challenge Point 07

Jet back up to the skiff. Turn to face the exit of the cave, and jet towards it. When you reach it, stop, let your jetpack recharge to maximum, then fly up and left, to the ledge running opposite. Challenge point seven is along its ridge.

Challenge Point 08

Fly back to the skiff, activate it's engine and let it take you to the next set of blast doors, taking out probots. These enormous hangar doors lead to the mid level boss, the AT-ST, but ignore that for now, and instead, look to the right side of the skiff, where you'll be able to make out another ridge at your height, jutting out of the cliff face. This is another exceptionally testing distance, so use the same technique of running and jumping, and flying in an absolutely straight line. Collect challenge point eight then jet back over the hanger.



Challenge Point 09

Before you can access the final portion of the base, you must defeat the AT-ST. Don't be tempted to engage in a thrilling, chase-me blast-'em-up, just run under its belly again and demolish it with seekers.

When the chicken walker crumples, the tower behind it will open at the top, revealing challenge point nine and some power-ups. Jet up to collect everything, and take out the stormtroopers that will appear from the stairway on the left.

Challenge Point 10

Four switches circle the tower where you collected challenge point nine. Three of them open service hatches high in the wall behind you, which contain power-ups (and sentry droids) but all lead to end ends. Explore these avenues at your own discretion. The switch that faces the dead AT-STs start position opens the service hatch that leads through to the final set of hangers.

Move along the narrow, high gantries, using the overhead view to jump the slow-spinning blades and blasting the soldiers patrolling in the distance (seekers won't negotiate around the blades). You'll reach a long shaft leading down,

with more blades rotating. Challenge point ten is hidden underneath the lowest blade, on the right of the shaft. The best way to get down is to fall past the first blade, then activate your jetpack and gently hover past the next two. When you reach the bottom, look up, and when the blades fin is passing, jet up and swipe the challenge point.

Challenge Point 11

Push on and you'll come to a heavily patrolled, massive cave. Shoot everyone you can from the narrow entrance, ideally using seekers to take out soldiers hidden,

then run and jump, jet packing to the centre to collect challenge point eleven.

Challenge Point 12

On the floor of the cave, when you've dispatched everyone, take the time to jet up and around the edges of the cave, collecting the medi-packs. Now jet-pack back up to the cave entrance. From this vantage point, you can see a ledge that leads out of the cave, on the far right above you. Fly towards it, ready to shoot two commandos. Seekers aren't too reliable here, so be prepared to fly straight and blast. It's a long fly, so you can't afford to hover and pick them off. Follow the tunnel to another skiff, and activate it. After about a minute, the skiff will fly directly beneath challenge point. Jump for it (don't have a panic attack flashback to Ord Mantell!) and if you miss, just ride the skiff back.

Challenge Point 13

Now it's getting really hot. The skiff will stop at hangar doors, and inside you'll find the gantries along the left and right side of the area packed with stormtroopers. Since these soldiers hide behind struts and girders, your seekers won't be guaranteed hits, so you're best running beneath one set of gantries, running left and right to

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shoot the soldiers on the opposite side, then switching sides to repeat the action. Activate the switch on the left wall to enter the next hangar, and use the same technique. Next to the far, closed blast doors, you'll see an Imperial shuttle. Inside the shuttle there's some power-ups guarded by a commando, and on top of the craft's tallest wing, you'll find challenge point thirteen.



Challenge Point 14

Through the set of computer rooms, you'll find an elevator leading to the cylindrical hanger containing Slave 1. After the cut scene showing Boba Fett (see box-out) jetpack up to the top of the tower, and down to the base running around the outside. Don't worry about Fett, he won't follow you, instead, wander around the perimeter of the tower collecting the power-ups and the fourteenth challenge point.

Challenge Point 15

Below the tower itself, you'll discover another platform, with an extra life and the final challenge point. After all that work, it's finally time to face Boba Fett and finish the level.



BOSS

BOBA FETT SLAVE 1



AS with all the bosses, Fett can jam seekers unless you launch them face-to-face, so you'll have to rely on sharp shooting and cunning to demolish this boss, who's unquestionably the toughest the game has to offer, armed with seekers, blasters and a flamethrower.

The biggest problems with Fett are his blaster accuracy and manoeuvrability. He's also extremely intelligent. If you stay on the base of the landing pad, he'll soar high above with his jet-pack and pick you off, so it's essential you keep an eye on your fuel level and take the battle to him. Fly up to one of the many gantries that run around the interior of the cavern (which are littered with power-ups) and sharp shoot from afar, running and flying away as fast as possible when Fett launches his own attack. If he gets close enough, he'll take a life from you in seconds, so cowardice is always prudent. If you keep whittling his energy down, running away and collecting health packs, you should be able to finish him off in a few minutes, but be sure to keep an eye on him at all times, and always stay above him. Unlike IG-88, Fett is a master of noiseless, deadly attacks, and if he swoops down firing, he'll continue to target you actually even if you run. The pulse cannon and flamethrower are both ineffective against the quick-witted bounty hunter, so don't be tempted to experiment with anything other than your blaster.

When you've given him a rough enough time, Fett disappears through the base of the landing pad, only to return with some better blasters, namely, those situated on the snout of his spaceship, Slave 1. Although the ship's cannons pack an almighty punch, it suffers from the lack of imagination of its pilot, circling slowly to track you, its dangerous front can be outrun, so you can shoot at its underbelly. Circling and shooting from a distance takes ages, and leaves you open to error, so select your seekers, and run straight underneath it, so you can slam it at point blank range to guarantee a quick end. If you time this attack too late, the ship will get around to annihilate you before you've had time to cripple it, so learn the pace of Slave 1, and time your run accordingly.





Players
One



Cartridge
64M



Memory
Yep!

Publisher
Developer:

Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
Price:

Out now
£59.99

MOS EISLEY & BEGGARS CANYON

12 CHALLENGE POINTS

● Whilst the rescue attempt of Han Solo has failed, with Fett escaping into the underbelly of the Imperial base, Princess Leia has sent Dash an urgent message to protect Luke Skywalker from an assassination attempt ordered by the underworld lord, Jabba The Hutt, who's spies have identified Skywalker hiding out at Ben Kenobi's home. Arriving at Tatooine, Dash spots a gang of swoop-riding mercenaries heading out of Mos Eisley, and following a hunch, he gives chase on his own speeder...

Although this section of the game is relatively disappointing, it's still tricky, especially as it's so difficult to weave your way through the narrow streets of Tatooine.

It's important to remember that your swoop bike is significantly faster and stronger than the gang member's bikes, and it's not necessary to use the top speed available except for jumps when collecting the challenge points. Choose the first person view (using the airfoils to accurately steer) and pace yourself just slightly faster than the bikes you're chasing, using the shoulder buttons to barge them into walls or buildings when you draw level. On the easiest skill level, enemy swoops explode with a slight nudge, but later levels feature surprisingly hardy bikers,

who'll need plenty of persuasion to bite the dust.

Finding the challenge points is also very tricky, as they're tucked down secluded streets and on top of ledges, quite invisible unless you know where you're going, but luckily, you can race ahead and dispatch all the gang members first, before returning to collect the challenge points in your own time. Be sure not to accelerate past the first swoop, as he'll drive faster to catch you up, and set the new pace for the rest of the riders.



The rate of your speederbike on this level makes getting these challenge points all the more difficult.

Challenge Point 01

From the start of the level, drive through the tunnel, turn right then left, and take the first speed ramp at maximum speed, veering right. Pull your nose up as you hit the



Hit the speed ramp at full speed to collect the challenge point that's in mid-air.

ramp and you'll land on top of a ledge, with challenge point one. If you accelerate directly across the street from here, you'll be able to get an extra life from the opposite ledge.

Challenge Point 02

Keep riding straight on past the first ramp and you'll come to a courtyard, with a strange, crashed spaceship sticking out of the ground. Ride around the ship's right side to pick up challenge point two.

Challenge Point 03

On the main road again, you'll come to another speed ramp. Hit it at full speed to collect challenge point three in mid-air.

Challenge Point 04

Turn around and take the speed ramp again, to jump onto the ledge above and to the right, to collect challenge point four.



When you see lots of scaffolding, turn sharp left and head down an alley for the Challenge point.

Challenge Points 05-06

Back on the main road, you'll approach a tunnel, with an alley leading off to the right. This alley leads around an enormous, dark brown building, and you'll find two challenge points around both side of it.

Challenge Point 07

Go back to the main road and through the tunnel. At its exit, turn left, and keep going until you've passed two archways. When you see lots of scaffolding, turn left into a little alley and you'll find challenge point seven.

Challenge Point 08

Get back on the main road and get to the clearing where an Imperial shuttle blasts off. Continue on the left side, then turn left, and explore the alleyway of another huge brown building, where you'll find challenge point eight.



Past the first ramp is a courtyard with a crashed spaceship. Go around it for the challenge point.



Challenge point eleven is located over a Sarlacc pit. Get a good run-up to clear it safely.

Challenge Point 09

Continue through the city until you reach the desert. Brake and turn around 180°. Explore the alley on the right to find challenge point nine, shaped like a bunny's head (in homage to LucasArt's Sam & Max).

Challenge Point 10

Keep riding across the desert. Above the centre of the first Sarlacc pit you'll find challenge point ten. You'll have to get quite a run up and pull back on the analogue stick to jump high enough to get it, and be careful not to fall inside the mouth itself. (A Star Wars fan would know how many years you'd be digesting in the belly of a Sarlacc.)

Challenge Point 11

Continue on through the desert, and challenge point eleven is situated over another Sarlacc pit. Repeat the process used for challenge point ten.

Challenge Point 12

Speed through Beggar's Canyon. Ride under the first stone bridge onto the second, where you'll see challenge point twelve at the top of the bridge, in the centre. Turn and take the sloping ridge up the right side of the canyon and then slowly nudge your swoop along the top of the bridge to collect the final challenge point.



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IMPERIAL FREIGHTER SUPROSA

10 CHALLENGE POINTS

● In yet another high-risk mission ordered by Leia, Dash has been appointed to recover the co-ordinates of the Emperor's new Death Star from the Imperial freighter Suprosa. Once again, Dash is on a one man crusade to battle through a legion of stormtroopers and locate the ship's super computer that contains the information vital to the Rebellion's second strike on the Empire.

This level is a perfect homage to the opening of Star Wars itself, with the narrow corridors of the Suprosa packed with stormtroopers and sentry droids, providing a perfect, albeit brief action-packed level.

Strategy wise, seekers are again pretty redundant here. Stormtroopers tend to use alcoves as shelter, or skulk in small ante rooms, so your blaster or pulse gun are best rotated between, with the pulse particularly good for immobilising groups of soldiers by sweeping an arc of energy bolts across a group of them.

There's not much in the way of power-ups on this level, but equally, there's nothing that should really trouble you, particularly on the easiest skill setting, with no really tricky challenge points and a relatively easy end level boss, the loader droid. Getting off this ship clean (and retaining all your lives

for later levels) should be your primary objective here.

Challenge Point 01

Open the door and take out the first couple of stormtroopers hanging around in the corridor. Challenge point one is on your left.

Challenge Point 02

Follow the main corridor, with windows running along the sides, and through the room packed with computer banks, taking out the gun installations and stormtroopers. Through this room there's a corridor lined with four tiny rooms - and stormtroopers lurking all over the place. Each room has a secret

locker (rooms on the left side, in the far right corner), each one containing a power-up or health pack (except the last hatch on the right which contains an interrogator droid). Once you've cleared out the hallway and taken out the tripod gun, you'll find challenge point two behind the wreckage of the gun.

Challenge Point 03

Take the elevator to the large, stormtrooper packed crew pit and clean out the whole area. Flip the switch that opens the door down the sloping ramp, and go through. Blast all the wall mounted guns, rush through the sliding doors until you come to the V-shaped door. Open it then take out all the droids and troopers hidden in the alcoves on the left and right. Go through





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

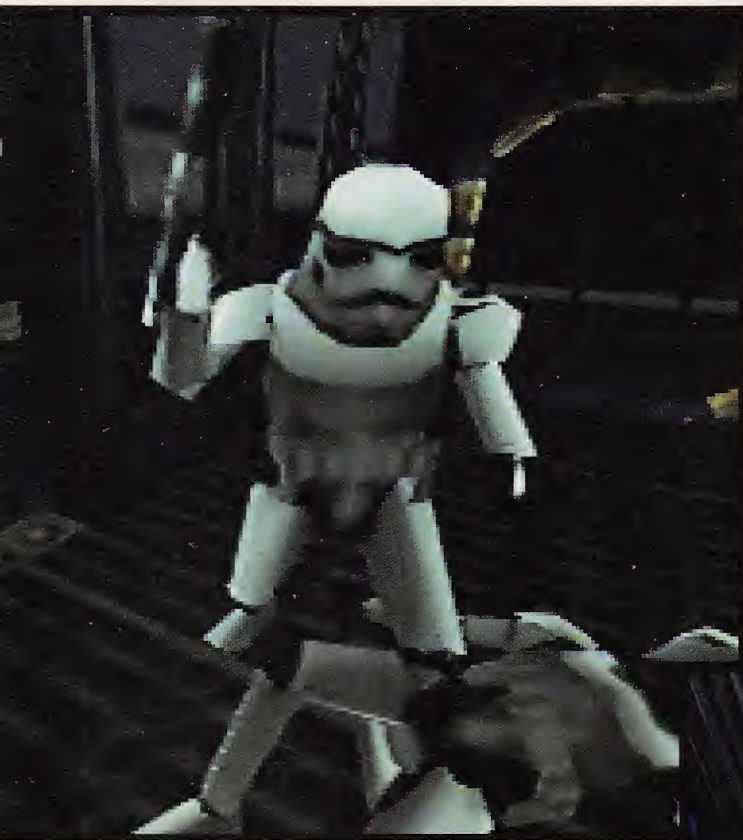
Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
Price:

Out now
£59.99



back on the first disc and ride it around to get on the second disc, and the corresponding strut that contains challenge point six.

Challenge Points 07-08

Jump off this arm onto the second spinning disc, and ride around on it until it passes the catwalk with a lift. Ride the lift up and fight your way through a series of corridors and another engine room, until you find yourself in a cargo room (with plenty of crates in the far right corner).

There's two sets of switches on opposite sides of this room. The bank of two switches next to the door open the huge cargo doors on your right (standing by the entrance, looking in), the bank of three on the far wall open the doors

up looking from entrance door) and challenge point eight (right, nearest door, second floor), which is next to some disruptor ammo.

Challenge Point 09

By looking at the two screen shots (Fig 1,2) you can see the combination required to get access all the way up to the top of the cargo room. Shoot all the crates first to ransack for power-ups, then climb up to the top floor. There's three small doors each leading to dead-end rooms. The middle room contains a legion of stormtroopers and challenge point nine.

Challenge Point 10

With all three rooms cleaned out, you can take the ramp from the top floor that leads to the control room (facing the hangar). A lift takes you down to face the loader droid (see box-out) and once it's killed, the super computer containing the Death Star co-ordinates will be visible from behind the blast doors. Search behind the computer to collect challenge point ten. With your mission objective fulfilled, take the lift back up to the control room and log on to the front console to open the hangar doors. Stay put, and the Outrider will ease into view with Leebo at the controls, to escort you out of the Imperial freighter.



and press the two switches to open the next large blast door. When the blast door is open, you'll see two spinning turbines which you should run through at top speed, trying to 'chase' the nearest set of flaps without getting caught by the rear ones. There are two sets of two turbines to get through, but you can pause halfway through if your nerve's failing.

When you're through them all, shoot any stormtroopers that may be lurking and turn around 180°. The nearest turbine on your right hides challenge point three, and you've no choice but to run in for it and take as little damage as possible.

an 'arm' strut sticking out of the wall, on top of which is challenge point five.

Challenge Point 06

Turn right whilst stood on this arm, and you'll see another challenge point several meters away. Jump

on the left. By juggling these switches corresponding to their doors, you can locate challenge point seven (far left, second floor

BOSS LOADER DROID



Challenge Point 04

Move right and rush through another set of the annoying turbine doors. You'll see challenge point four on top of a wall of computers on your right which you can reach by climbing the stairs adjacent and carefully jumping to it. Be wary of falling over the wall to the right, or you'll have to rush the turbines again.

Challenge Point 05

Take the lift which leads up to the engine room (which is rather primitive looking for a spaceship!). There are two sets of revolving discs which you must ride (jumping and ducking struts along the top) to get to the far side. Negotiating this discs is tricky enough, but shooting the droids as well can lead to disaster, so select your seekers before you jump on and fire a couple off. Leading off the first disc, there's

The loader droid is surprisingly easy to defeat after the escalation of difficulty from IG-88 to Boba Fett. Its guns are fairly ineffectual, and its main method of attack is extending its arms out to punch you. On easy mode, you can pretty much run up to it and slam it with seekers, but for higher skill settings, just circling it from afar, weakening it with your pulse gun, should finish it off with minimal damage to yourself. It's most vulnerable points are its head and back, and if it should trap itself in a corner, just switch to strafing it across the width of the hanger, or rush in and out of range to lure it back into movement. Whatever strategy you favour, as long as you keep moving and stay out of range of its arms, the loader droid should prove no problem.

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SEWERS OF IMPERIAL CITY

9 CHALLENGE POINTS

● Princess Leia, seeking favour with Prince Xizor, has been kidnapped by the crime lord, and yet again, it's up to Dash to save the day, by finding a route through the sewers beneath the Imperial city and break into Xizor's palace...

The city sewers offer a comparatively small adventure, with co-ordination in the labyrinth of tunnels and cesspools paramount to success. The sewers are riddled with Coruscant guards and IG Drones, which appear from the fog around every corner. The maze is very much three dimensional, in that tunnels lead you to explore up and down as much as horizontally, and the skilful use of your jetpack is essential, as well as negotiating the



Z-button to aim up and down to target lurking soldiers. Oxygen is limited, and you must learn the geography of the underwater labyrinths to ensure you don't become lost without any route to air.

Challenge Point 01

Use your jetpack to hover down the first cylindrical shaft, using seekers or blasters to knock out the sharp shooting Coruscant guards. Run and shoot your way through the tunnels, remembering to shoot early when you spot an enemy, as not only are the Coruscant guards better shots than stormtroopers, you also have nowhere to hide in the narrow tunnels.

You'll come to a slow moving blade, swinging across the entire length of the tunnel, and the overhead view is best to negotiate this hazard. Destroy the guns and soldiers beyond this, and just before a second blade, you'll see an alcove on the left. This is a secret door, and

behind it you'll find a soldier and challenge point one.

Challenge Point 02

Move through the second blade, and you'll arrive in a massive waste room, with pipes sticking out of the left and right walls. There's three dianogas swimming in the water, but don't dive down for them yet. Instead, wait around the entrance and shoot the surface to wound or kill any exploring beasts. Then take the plunge and find a corner underwater, so your back's covered, and blast the final monsters as they come looking for you. When they're all dead, search beneath the nearest column on the right to the entrance to find challenge point two.

Challenge Point 03

Fly up to the pipe on the far right and cut your jetpack to explore on foot. Keep moving until you reach an enormous shaft (with seeker droids darting around) and drop down into the water. There's two switches on the wall, and if you flip both of them, a small alcove will open exposing challenge point three and an extra life.

Challenge Point 04

Jetpack out of the water and explore the height of the pipe, collecting power-ups, until you reach another pipe you can exit through. Walk through, and along another corridor into a maze of pipes and platforms patrolled by robots. Jetpack up right to the ceiling and take the tunnel opening to challenge point four.

Challenge Point 05

Exit back through the tunnel and



Go past the first moving blade and then go through the alcove to the left to find a secret room.



The problem with the sewer level is that it is very difficult to see anything.



The sewers - it's just like 'Nam, man. Tottenham that is.



Watch out for these red guards who use the darkness for cover.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
Price:

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take the first doorway down which leads to another tunnel and another shaft, again, packed with drones which must be blasted quickly as you're locked in a tight corner. Gently jet down to the bottom of this shaft and through the short tunnel with a grate at the end to find challenge point five.



Challenge Point 06

Jet back up to the top of the shaft, blasting any droids and drones you missed, and take the tunnel (patrolled by Coruscant guards) until you reach another shaft. Clean out any baddies before to the bottom and taking the tunnel that leads through to the security key you need to move into the next section. Along this tunnel, you'll have noticed a close iron grate on the left wall. Going back with the key, you'll see this gate has now swung open, and lets you back into the large waste room where you killed the dianoga.

Jetpack over to the large platform on the far side, and activate the switch with your security key. Go through the door, drop into the water and search in the alcove on the left for challenge point six.

Challenge Point 07

Surface for air, then drop down into the water on the opposite side of the challenge point (against the wall with the security door) and you'll find that there's now an underwater route to the next section of the sewers. Outrun or blast another dianoga if you see it, but keep moving as oxygen is short.

You'll surface in a filtration shaft, with a huge semi-submerged arm spinning slowly around the room. Avoid this shaft, as it damages you, and quickly jet up to shoot the Coruscant guards running around the perimeter. Above the spinning arm you'll find challenge point seven.



Challenge Point 08

You'll find a door along the perimeter of the filtration room which leads you to another tall shaft. In the shallow water the shaft stretches up from, you'll find challenge point eight and some disruptors.

Challenge Point 09

Activate the two switches mounted in the shaft wall, which will open another small alcove where you'll find the force-field deactivator. Fly up to the very top of the shaft, and enter the tunnel.

In this spinning tunnel, there's a switch visible through a hole on the left, and Coruscant guards shooting through another hole on the right. Take out the guards first, then activate the switch by shooting it when it comes into view, and move through to the force-field corridor.

There's a series of pink force fields, with Coruscant guards hovering behind each, so as you turn off each energy wall, have your pulse cannon ready, so you can sweep all of them to 'freeze' them and kill them all before they can get off a shot.

You'll come into a corridor, with a



blocked tunnel. There are two spinning wheels barring your way, but look up and you'll see two small holes in the ceiling, and both of these contain a switch to activate each wheel. Coruscant guards are waiting in each hole, but instead of flying straight in and blasting, stay on the ground and crane to look up whilst shooting around each exit. The guards will peer over the edge to investigate (stupidly) and you should

be able to fatally clip one or two, and they'll fall to your feet.

With the wheels activated, switch to an overhead view to time your passage through the cogs. Once past the cogs, and just before the giant dianoga section of the sewers, you'll come into a small room, with a column running through the middle. Circle this column until you find a tiny opening which holds challenge point nine.



GIANT DIANOGA

The final barrier between you and Xizor's palace, is a gigantic Dianoga (a relative of Star Wars' trash compactor monster), that possess such a mutant, accelerated metabolism, that it regenerates damaged tentacles instantly, and can only be destroyed by repeated shots to it's eye, which is curls protectively, by it's cavernous mouth, at the base of the pit. You can't fire the disruptors underwater, but if you lay a few over the surface, there's a good chance you'll inflict some damage.

The chief difficulty in successfully targeting the eye tentacle is that the water is pulling you down, and nudging the power on your jetpack whilst trying to get a good shot is tricky (and falling into the mouth of the creature proves fatal). Bearing this in mind, the sweeping breadth of the pulse cannon makes it an ideal weapon, as even if you're not hitting the eye, you'll at least be hitting something. It's essential to keep an eye on your oxygen level, too, as in the confusion it's easy to accidentally drown.

One tip that makes progress easier, is to turn the contrast on you TV up, to make the pink tentacles and dianoga mouth stand out more against the swirl of green, dark filters that LucasArts have layered the game with. The actual process behind killing the boss isn't too difficult, but it's easy to panic in the gloom, and waste your time taking out the regenerating tentacles without ever getting close to the centre of the beast. Consider this a level where losing a life or two against the boss should be accepted.



XIZOR'S PALACE

10 CHALLENGE POINTS

• Luke, Lando and Chewbacca are fighting their own war in the heart of Xizor's palace, in their search for Princess Leia, but Dash, having broken from the sewers into another section of the palace, has been charged with planning their escape. The plan is simple: activate a set of thermal detonators in the very core of the palace and the run for it. What could be easier?

Xizor's palace is light in puzzles and exploration, and heavy on combat. The Coruscant guards who made such a dramatic appearance in the sewers, displaying their elite Imperial sharp shooting skills, swarm through the gothic palace, and unlike stormtroopers, these soldiers can target you almost before you can see them, and this is a perfect time to make use of any seekers you've got left.

A major difficulty posed by this level is locating the many wall mounted blasters. You'll tend to clear a room of soldiers only to find yourself still getting blasted, so be sure to spot and remember the locations of these hidden machines and take them out at the same time as everything else, as they're equally accurate in their firing patterns to any soldier.

Challenge Point 01

Fight your way through the first set of hangars, using seekers and blasters to dispatch enemies as fast as possible.

When you arrive at a room



From the spiral staircase, fly upwards using your jetpack and drop down the lift shaft for challenge point 2.

packed with wall-mounted blasters and assassin droids, you'll find the door is time activated by a switch on the upper ledges. Sneakily, challenge point one is in a secret room that only becomes visible when you activate the time lock door, so don't rush out, just turn round and get the challenge point before the door closes. Then activate the main door again and rush for the corridor, guns blasting.

Challenge Point 02

Follow another spiral staircase, and when you come to the next lift, don't activate the first button. Instead, fly upwards to the next switch you find, and drop down to the bottom of the lift shaft, where another secret area will have opened up, with challenge point two, plus an extra life and some disruptor ammo.

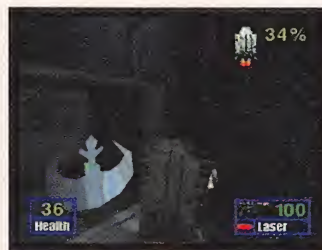
Challenge Point 03

Activate your jetpack and fly up to the top of the lift shaft, and follow the corridor around until you come to a control panel, which, when activated, makes the huge bridge you've already passed descend. Cross the bridge and run down the hallway until you find another lift. Take the lift to another control button, which activates the next bridge, then return to the hallway. There's a door leading out onto the



You'll quickly find that the jetpack is your best friend on this level.

second bridge. Jet off this bridge and explore the wall to the right of it. You'll find a rectangular window with a sharp-shooting Coruscant guard, protecting challenge point three, stunner ammo, cannon energy and some health.



Challenge Point 04

Get back on the bridge and cross it, entering the first lift you see as you move through the corridor. Hit the switch you arrive at, opposite the lift entrance, then go back into the lift shaft and turn on your jetpack. Fly up to the top of the shaft and you'll find challenge point four and more disruptor ammo.

Challenge Point 05

Gently descend with your jetpack to the floor, and follow the narrow, twisting corridor until you arrive at a hall with three cogs. Jump between the teeth of the first cog, blasting the assassin droids, then gently descend between the slow moving teeth of the second. You'll find challenge point five and some health at the bottom.



Challenge Point 06

Behind challenge point five, there's another sneaky, secret door, which leads through to another tiny tunnel. Follow this to the end to find challenge point six.

Challenge Point 07

Fly back up to the hallway where you came in, carefully judging the upward speed of the second cog so you don't get trapped between the teeth. Run on and you'll see more cogs spinning on your right, patrolled by Coruscant guards. Take them out, then carefully jet down to another platform (littered with bodies by now) to collect challenge point seven and some more health.

Challenge Point 08

Return up to the catwalk and leave the room through the top left exit. Use your seekers to take out the



BOSS

GLADIATOR DR

The Gladiator droid's tough mainly due to the power of its attack rather than cunning, so the key is to keep moving at all times, and work through your arsenal intelligently, adapting as your weapons run out. The towering mechanoid possesses an astonishing array of weapons to burn you with, including pulse blasts, guided missiles and most devastating, a head mounted laser beam, with which it scours the arena. It also has three 'lives', since it can be reduced to a torso, then just a flying head before being terminally dispatched. Ideally, you'll have stockpiled plenty of disruptors, which sap its strength significantly, but failing that, resort to close range seekers, pulse blasts and, finally, close quarter blaster action, making sure to use negotiate your jetpack skilfully to avoid face to face confrontations. When your jetpack eventually malfunctions and the floor collapses to create a labyrinth, run as fast as you can, shooting wandering droids and collecting power-ups, before aiming up at it's floating head and getting off short bursts of fire.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
LucasArts

Game type:
Origin:

3D Platform
USA

Released:
Price:

Out now
£59.99



soldiers prowling the many catwalks, and take your time finding and switching on the three bomb switches along the length of the central shaft. Now jet down to the bottom, then look up to see a niche in the central shaft with challenge point eight inside it and some more ammo. By now, you should have got the message that the end level boss coming up is going to be tough...



Challenge

Point 09

Circle around the lowest platforms (below one of the bomb switches) activating any door shaped panels. Eventually, you'll find the

secret room that holds challenge point nine.

Challenge Point 10

With the bombs activated, a door will have opened on the level above you, and through this you'll find another short corridor. At the end, it opens out into a large room with a catwalk on the far left patrolled by guards. Hide by the entrance and use seekers to take out anyone on the bridge then fly over to the catwalk. Facing forwards is the entrance to the gladiator droids domain, but turn around and you'll see a hidden door. Open this to find the final challenge point and some..... to help against your final foe...

SKYHOOK BATTLE



CHALLENGE POINTS

With everyone safely rescued from the Skyhook, it only seems natural to blow the hell out of the space station. With the Millennium Falcon and a fleet of X-wings in tow, you take control of the Outrider in a bid to end Xizor's quest for power once and for all...



A stunning showcase of pyrotechnic mayhem, this delivers what was merely hinted at in the earlier asteroid section, pulling the Outrider off the rails so that you can navigate your own course to glory.

The first task is to blast the four defence towers perched on the outreached arms of the space station, by making several attack runs on each gun emplacement, weakening and eventually destroying them. Now the 'arms' of the space station are exposed, and each offers a slim runway to the reactor of the space station. Piloting through all four access points, you must launch four missiles at the reactor, then beat a path out as the Skyhook joins the Death Star as another mighty



killing machine downed by poor design...

Strategy wise, this section plays in a similar fashion to the snowspeeder battle, with the key to success being constant fluctuations in speed to prevent enemy craft drawing a bead on you. Alternately accelerating and decelerating when making attack runs on the towers ensures that you'll take much less damage, whilst shooting the tower guns with lasers, initially, before slamming home a few missiles at close range to take each one out in one run (on easy setting).

Running through the arms to the reactor itself, there's nothing to worry about except holding the brakes on and gently weaving between the jutting architecture, not releasing your missiles on the reactor itself until you get a lock. Getting out of the exploding base doesn't provide much of a problem either, unless you panic and try to accelerate out too quickly, inevitably colliding with the tunnel obstacles.

OID



THE COMPLETE 64 SOLUTIONS A-Z OF N64 CHEATS



BLAST CORPS (US)

Deadly Doors!

Can't be bothered to mess about with all that tedious precision destruction? This cheat will help you out no end. Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll

CLAYFIGHTER 63 1/3

Cheat Mode

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

Fight As Dr Kiln

On the character selection screen hold L and press B, Left, Up, Right, Down, A.

Fight As Sumo Santa

On the character selection screen, hold L and press A, Down, Right, Up, Left, B.

Fight As Boogerman

On the character selection screen hold L and press C Up,

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/ rumble pack for every new cheat sent to us! Do it now!

BAKU BOMBERMAN

An English language version will be reviewed next issue, but here's some help for those who've got the Japanese edition!

Recover Quickly

Another feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods. Quickly rotate the analogue stick while you're seeing stars after being hit, and you'll be back on your feet a lot faster!

Secret Levels

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels. On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.

PAD AT A GLANCE





No more problems with buildings that won't explode with this excellent cheat for Blast Corps - sent in by e-mail by G Harris of Coventry!

just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!



C Right, C Left, C Down, B, A.

Fight As A Random Character

On the character selection screen, hold L and R.



CRUISN' USA (US)



Three new vehicles for this tragic racing game.

Secret Vehicles

If you're fed up with this game (and who could blame you?), holding down the Top, Left and Bottom C (yellow) buttons on the controller while you are on the vehicle select screen will allow you to access the police car, Jeep and school bus. It's not much, but it might let you eke a little more value from this hideous game.

Disembodied Head

Get a Hot Time to bring up the Hot Times screen. After inputting your initials, go to the bottom of the list and hold left for over 30 seconds. A head will then appear on the conveyor belt, a bizarre trick which allows you to access the cheat mode.



Get this cheat working and you can have the police car sounding its siren!

Lights & Siren

If you like the police car or school bus cheat you'll no doubt be eager to activate the flashing lights on the school bus and the siren/flashing lights of the police car. Perform the Disembodied Head trick above, then during a race press Brake, Brake, Accelerate in quick succession. Timed correctly, it will activate your vehicle's special feature. To deactivate, release accelerate.

Nitrous Boost

Perform the Disembodied Head trick above, then during a race press Brake, Brake, Brake, Accelerate, Brake, Accelerate. Whenever you pass a checkpoint, you can use this cheat to get a nitrous boost. (This cheat only works on the fourth level.)



Go straight to the Whitehouse with this nifty level select cheat.

Level Access

This cheat lets you access levels not normally accessible from the level select screen (except for Washington DC which you still have play through the game for). Go to the course select screen, then hold down the following button combinations:

Golden Gate Park
Left C, Bottom C and L.

Indiana
Top C, Right C and L.

San Francisco
Right C, Bottom C and L.



DARK RIFT (US)



Play As Bosses

Completed the game with the eight standard characters already? No problem. Just enter these codes on the title screen to access the two hidden boss characters!

Sonork

L, R, C Up, C Down, C Left, C Right

Demitron

A, B, R, L, C Down, C Up

View All Endings

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen.

Aaron

Up, C Left, R, Right, Down, R, R, C Left

Demonica

Up, C Left, R, Right, Down, R, R, C Up

Demitron

Up, C Left, R, Right, Down, L, L, C Down

Eve

Up, C Left, R, Right, Down, R, R, C Right

Gore

Up, C Left, R, Right, Down, R, R, C Down

Morphix

Up, C Left, R, Right, Down, R, R, B

Niiki

Up, C Left, R, Right, Down, R, R, A

Scarlet

Up, C Left, R, Right, Down, L, L, C Left

Sonork

Up, C Left, R, Right, Down, L, L, C Up

Zenmuron

Up, C Left, R, Right, Down, L, L, C



DIDDY KONG RACING

Just a taster of a cheat for this excellent new racer – to get a turbo start, press and hold the accelerator as the words 'Get Ready' fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely. Who needs Thrust SSC?

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

Diddy Kong

has loads of cheats included in the code – hooray for Rare!

JOINTVENTURE – Co-operative two-player adventure mode

DOUBLEVISION – Everyone can select the same player

FREEFORALL – Maximum power-up on pickups

FREEFRUIT – Start race with ten bananas

VITAMINB – No limit to number of banana power-ups

ZAPTHEZIPPERS – Remove zippers from the track

NOYELLOWSTUFF – No bananas on track



BYEBYEBALLOONS – No balloons (ie, weapons) on track

TIMETOLOSE – Ultimate AI characters

BOGUSBANANAS – Bananas reduce speed instead of boosting it

BODYARMOR – All balloons are yellow shield balloons

ROCKETFUEL – All balloons are blue boost balloons

BOMBSAWAY – All balloons are red rocket balloons

OPPOSITESATTRACT – All balloons are magnetic rainbow balloons

TOXICOFFENDER – All balloons are green drop-behind balloons

ARNOLD – Larger characters

TEENYWEENIES – Smaller characters

OFFROAD – Four-wheel drive for more speed on rough terrain

BLABBERMOUTH – Instead of horn, characters burble incoherently

JUKEBOX – Music menu

WHODIDTHIS – View the credits without completing the game

Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on time-trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...



FIFA 64

Funky options

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man yelling 'goal!'

Score

a goal and tap the yellow buttons for some added special effects. They're crazy at EA y'know!



Has anyone

got a code to make the game better at all? A "lose jerkiness" option perhaps?



FIFA 64 – not a good game by any means, but at least we've got some funky options for you.

DOOM 64

Level Passwords

CB92 NBPL SYL? JO27

The Terraformer

CYCC MGPX X47G TS2B

Holding Area

BXYH ?G41 6Z4J PJ?Z

Main Engineering

CF3? PG6D S12Z PFKB

Tech Centre

BBXW HLGS XB8F 4RKB

Research Lab

BXRO TH1F 52GG 7W?B

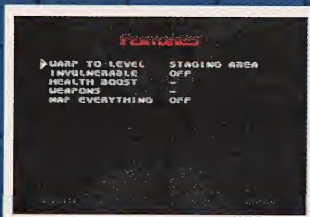
Alpha Quadrant

FVV9 FL55 QGFV DWJB

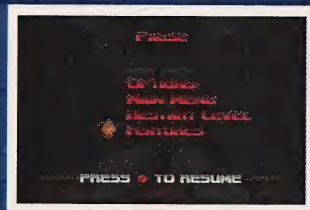
Final Outpost

FFLB MQ6C VV1C PF1B

Even Simpler



Enter this cheat code for a level select, maps and infinite ammo and weapons. Cor.



Why ponce about with the pistol; trying to find some health, when you can enter this ultimate code and have it all?

DOOM 64 (US)

Ultimate Cheat Code

?TJL BDFW BFGV JVV8

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



DUKE NUKEM

The bad news is that we couldn't get these cheats to work on the UK version of the game – those programming types up at Eurocom must have changed things! Still, if you've got the American version of this great blaster, you can still try them out for size!

Enable Cheat Menu

This is the first thing you have to do – none of the other cheats here will work until the cheat mode is active. On the main menu screen,

enter Left, Left, L, L, Right, Right, Left, Left.

Invincibility

When the cheat menu is active, press R seven times to make Duke even more nails than usual!

No Enemies

When the cheat menu is active, enter L, C Left, Left, R, C Right, Right, Left, Left, Right to play the game with no monsters! Where's the fun in that?

All Items

When the cheat menu is active, enter R, C Right, Right, L, C Left, Left, C Right, Right in order to be able to obtain all special items at will.

The ultimate in pointlessness – the PAL version of Duke has a code to access the cheats menu. However, nobody's yet found any way to activate the codes included in it! We asked GT Interactive about this, and they said the UK version doesn't actually contain any cheats at all. Still, if you fancy pushing combinations of buttons for hours in the hope of unlocking a cheat by chance, enter the following code on the main select screen: Left, Down, L, L, Up, Right, Left, Up.



Volume Three

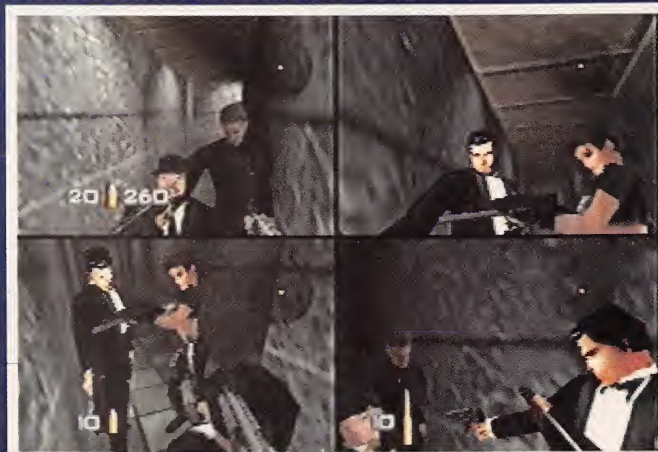
THE COMPLETE A-Z OF N64 CHEATS

The A-Z of
Cheats

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GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.



Secret Levels And Characters

Complete the game on Agent level to access the secret characters in deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which includes a level editor!

Also, once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum

Secret Agent: Moonraker laser

00 Agent: Golden Gun



Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.

Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

HEXEN (US)

Cheat Codes

Pause the game at any time, then enter the following code: **C Up, C Down, C Left, C Right**. This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected – you can rectify this by entering the following additional codes.

God Mode

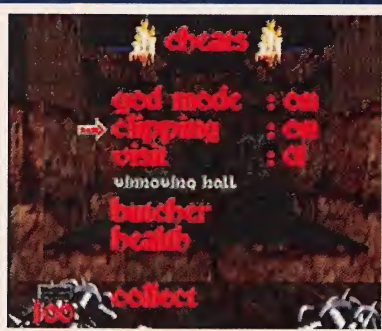
C Left, C Right, C Down Grants you invincibility. You'll still die from long falls, however.

Clipping

C Up (x20), C Down Lets you walk through walls.

Visit

C Left, C Left, C Right, C Right, C Down, C Up



Hexen – not a good game, but here are some cheats anyway.

Level select.

Butcher

C Down, C Up, C Left, C Left
Massacres all the monsters on screen.

Health

C Left, C Up, C Down, C Down
Restores your energy to 100.

Collect All Keys

C Down, C Up, C Left, C Right

Collect All Artifacts

C Up, C Right, C Down, C Up

Collect All Weapons

C Right, C Up, C Down, C Down

Collect Puzzle Items

C Up, C Left (x3), C Right, C Down, C Down

J LEAGUE PERFECT STRIKER



Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.

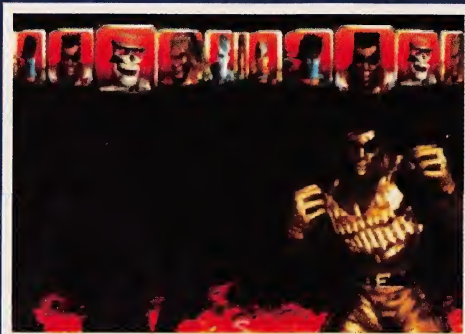
KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L**.



Play as your favourite Killer Instinct mega villains with these handy cheats.

You'll hear "Welcome" if you've done it right.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B**. Gargos will laugh if it's worked.



Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R**.

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds.

Quack Mode

CLLTHNMTN

A parody of Quake with bad animation and grotty textures.

Show Enemies

NSTHMDNT

When you call up the map, enemies are shown by red arrows.

Vivid Colours

LLTHCLRSFTHRNB

Changes the colour palette and makes it far more outta-sight!

Gives you everything in the game!

NTHGTHDGD CRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

View Ending

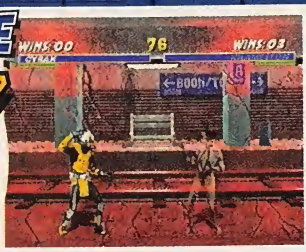
Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long).



Volume Three

THE COMPLETE A-Z

OF N64 CHEATS



New options include play as Kameleon, plus Space Invaders, Pong and Galaga bonus games. What a lot of hidden stuff!

MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

Play as Kameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold ⇐ + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.

Unlimited credits

During the story screen, press ↓, ↓, ↑, ↑, ⇐, ⇐, ⇐, ⇐. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

Extra options

During the Kombat Mode selection screen, press ↑ + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Kameleon	ON/OFF



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

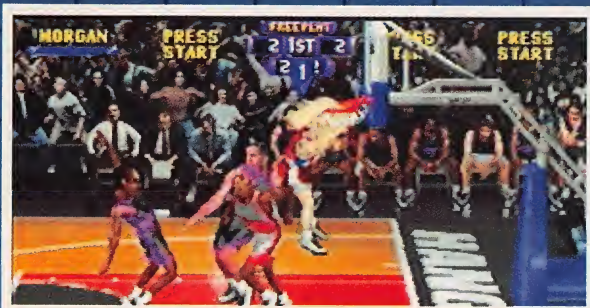
The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.



Enter the code below and you two could clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team. Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)	Motumb (Dikembe Mutumbo)
Cliffr (Cliff Robinson)	Mourng (Alonzo Mourning)
Davidr (David Robinson)	Mursan (Gheorghe Muresan)
Dream (Hakeem Olajuwon)	Pippen (Scottie Pippen)
Elliot (Sean Elliot)	Rodman (Dennis Rodman)
Ewing (Patrick Ewing)	Rice (Glen Rice)
Glennr (Glenn Robinson)	Smits (Rik Smits)
Ghill (Grant Hill)	Stackh (Jerry Stackhouse)
Hgrant (Horace Grant)	Starks (John Starks)
Johnsn (Larry Johnson)	Webb (Spud Webb)
Kemp (Shawn Kemp)	Webber (Chris Webber)
Kidd (Jason Kidd)	
Malone (Karl Malone)	
Miller (Reggie Miller)	



Customise your team with the bizarre "ridiculous hair" cheat, sent in by James Brain of Trowbridge.



Mad options within this game let you turn players into dunking freaks!

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.



If anyone has any more cheats for this game, get them to us now!

SHADOWS OF THE EMPIRE

You'll need a Controller Pak to save your game – assuming you have one, start a new save slot and call it .Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!

Play As AT-ST

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-Pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Now use the D-Pad to stomp some Rebel ass!



You can be the AT-ST in Shadows with this cheat!

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-Pad is used to control the new character – push Down to attack.



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

Play As Stormtrooper

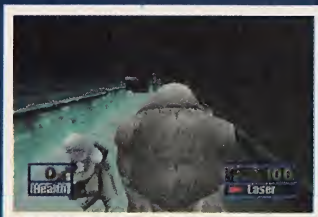
Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

End Sequence

End your name as **_Credits** (a space before the first C). When you begin the game, you will be taken to the end sequence.



Wampas are dangerous creatures – especially if you are playing as one. Crush windpipes galore!

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name **LINES** to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters. You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes.

View Credits

Work yourself into a fever pitch of excitement entering the name **CREDITS** to, shockingly, view the credits!

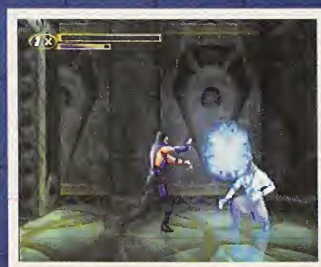
MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

View Credits

Was printed as GRVDTS – but should have been CRVDTS. The offending writer has had his heart ripped out. In an attempt to make amends (grovel, grovel) here are some more cheats for those of you too rubbish to reach the end of the game.

Skip To Quan Chi

As Sub-Zero dies before a



checkpoint, hold down A.

Skip To Shinnok

As Sub-Zero dies before a checkpoint, hold down B.

Beating Shinnok

Shinnok has an impenetrable shield that works even if he's frozen, but he can be defeated. As he fires a blast at you his shield will drop for a second, at which point you need to throw an ice blast. If you've got the timing right, he'll be frozen, but you still can't reach him. Instead, freeze him again, and run back to the teleporter, which will take you to the teleporter behind Shinnok. Quickly run up to him, as his shield only functions from the front, and press A to grab Shinnok's medallion. If you're successful, Shinnok will transform into a monster and Rayden's portal will

appear. Jump through the portal to meet Rayden and Shang Tsung.

Combos

3 Hit – requires 18 experience pts: HK, HK, Back + HK

6 Hit – requires 36 experience pts: HP, HP, LP, LK, HK, Back + HK

Special Moves

1. Ice Blast: Down, Forward, LP

2. Slide: BL + LP + LK + Back

3. Directional Ice Blast

Upwards: Down, Forward, HK

Downwards: Down, Back, LK

4. Air Ice Blast: Jump, then Down, Forward, LP

5. Ice Clone: Down, Back, LP

6. Ice Shatter: Freeze twice, then

Uppercut or Roundhouse Kick

7. Super Slide: BL, LP, HP, Back

8. Freeze On Contact: Down,

Forward, Forward, HP

9. Polar Blast: Forward, Back,

Back, HP
Fatality
Spine Rip:
Forward, Down,
Forward, HP
You need to
be one step
away to
accomplish
this move.



TOP GEAR RALLY



Some more cheats for this great racer have appeared. Check 'em out!

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you're not a techno-ponce, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

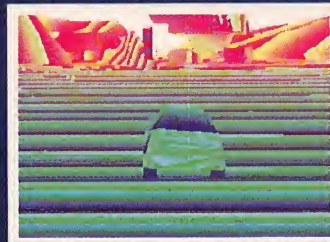
Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen. Rest assured, you can play the Strip Mine track, and here are the pictures to prove it!



When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others you haven't already opened) in Arcade and Time Attack modes.



View Strip Mine

If you don't want to cheat your way to it, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

TUROK
DINOSAUR
HUNTER

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game.



DNCHN – Dana mode, gives you tiny enemies.
DLKTDR – Pen and Ink mode, turns everything into sketches.
SNFFRR – Disco mode – you figure it out!
THBST – Gallery mode – lets you view all the characters.
CMGTSMGGS – All weapons.
BLTSSRRFRND – Infinite ammo
FRTHSTHTRLSCK – Unlimited lives.
THSSLKSCL – Spirit mode all the time.
GRGCHN – Greg mode – loads of weird stuff!
FDTHMGS – Credits.
RBNSMTH – Robin mode, infinite everything, invincibility.

WAVE RACE 64

Different Coloured Jetskis
On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following special moves:

Handstand Backwards
Riding Standing
Somersault
Single Flip
Dive
Sideways Roll (in both directions)

If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 (because they're not exactly that cool to begin with, are they?)



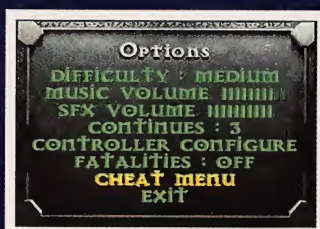
A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.



WAR GODS (US)

Access Cheat Menu

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial War Gods title screen, before the game options appear, just press D-Pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.



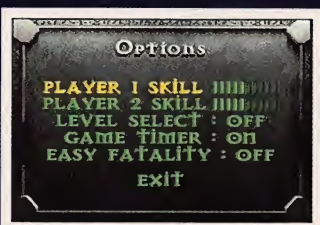
Activate the cheat menu first, then choose from the list which appears.

Easy Fatalities

Once the cheat mode is active, to make killing a whole lot easier press **A, B** and the Top and Right C buttons simultaneously after defeating your adversary.

Play As Exor

On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.



We urge everyone not to buy this game, but if you already have, you might get some fun with these...

Play As Grox

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.



Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY 89

The 1998 respray of Gretzky has a few cheats tucked away in it.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

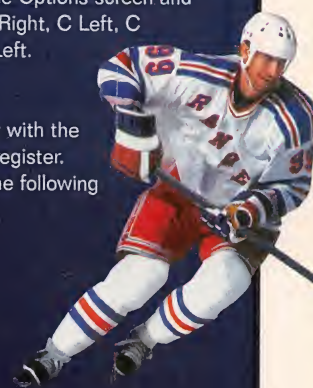
C Down + R - alters bits 1 and 2
C Left + R - alters bits 3 and 4
C Up + R - alters bits 5 and 6

Register

100000
010000
big heads.
110000
001000
000100
000010
000001
110110
010010
010101
010001

Effect

Gives you wide players.
Gives you wide players with
Gives you wide players with small heads.
Gives you small players.
Gives you tall players.
Gives you small players.
Gives you thin players.
Gives you tall players with small heads.
Gives you small players with large heads.
Gives you tall players with large heads.
Gives you thin players with large heads.



NEXT ISSUE

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Thought for the issue:
If Zelda 64 be the food of gaming - let's eat (or
something).

No.

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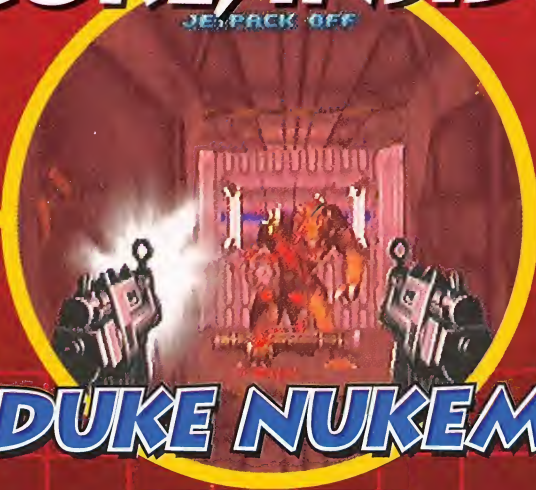
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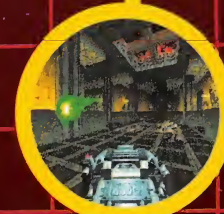
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